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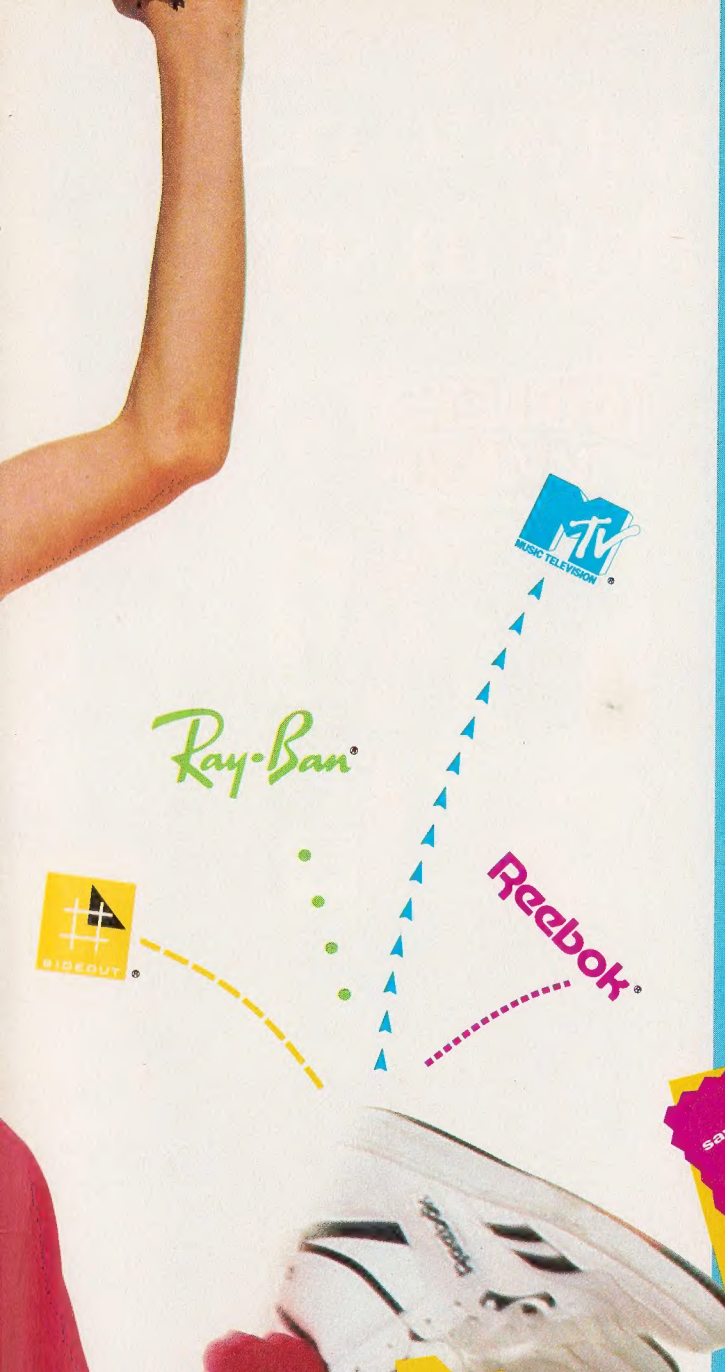

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2. Winners will be selected in a random drawing by the Independent Judging Organization, Inc., a subsidiary of Comart-KLP, and will be notified by mail. By entering the sweepstakes, entrants agree to these rules and the decisions of the judges. Odds of winning depend on the number of entries. Affidavits of eligibility and liability/publicity releases may be required for major prize winners (in case of a minor, their parent/guardian). Travel companion of Grand Prize winner must sign release. Void where prohibited or restricted by law.
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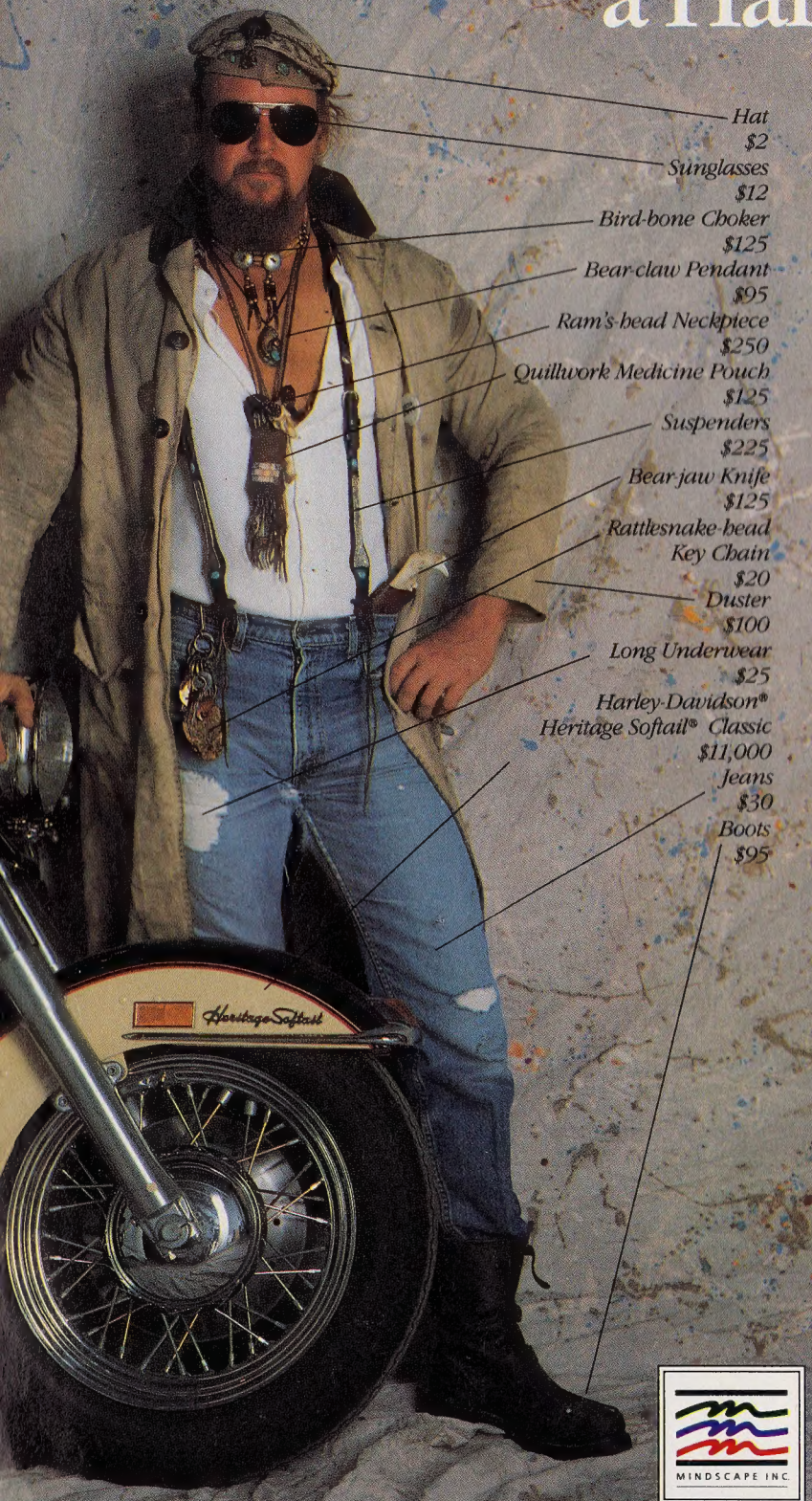

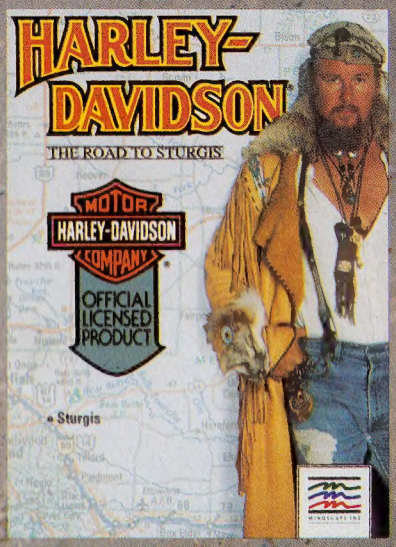

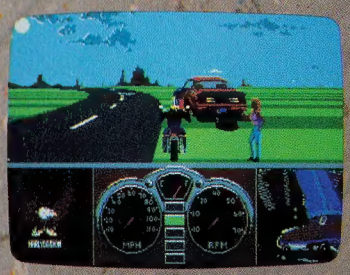

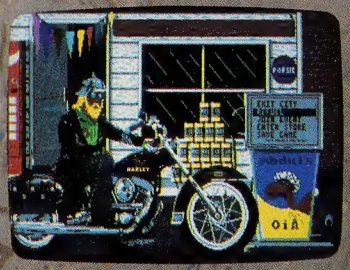

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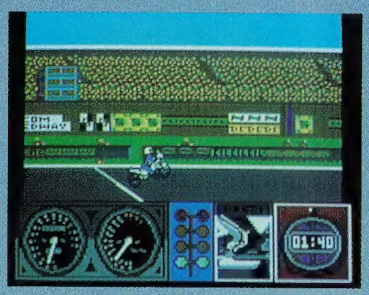
Better watch out!

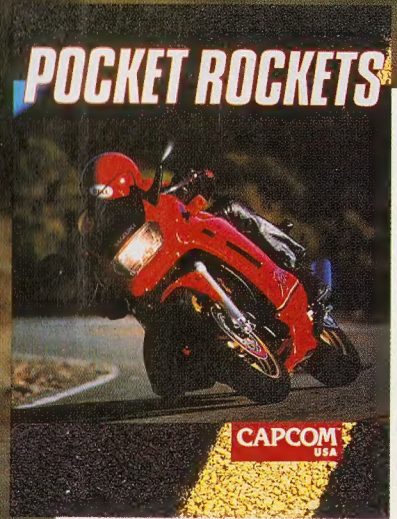
After a test ride on Pocket Rockets, the high-speed motorcycle simulation game, Santa picked up a new sleigh that will make this year's rounds faster than ever. And whether you've been naughty or nice, you could win this Suzuki 600 Katana during "Santa's Sleigh Giveaway" in January.

Meanwhile, experience all the thrills and spills of high-speed racing with machines that take you from zero to 60 in under four seconds. Already gaining critical acclaim, Pocket Rockets lets you choose from four of the quickest, most exotic bikes on the planet. The action's as real as the adrenaline you'll feel.

Then, enter "Santa's Sleigh Giveaway" from Capcom U.S.A. Besides the chance to win a new Suzuki motorcycle, you could get a Bell full coverage helmet, or Capcom computer game software. Look to enter in all Capcom computer game packages or visit your favorite computer game retailer for more information. Capcom's belated Christmas giveaway is just around the bend so don't miss out on your chance to win!



LEFT: Try your skill against the clock with a couple of laps around the test track. RIGHT: Drag racing demands a quick wrist and fast shifting. Just don't blow the engine!



SWEEPSTAKES RULES How to Enter:

1. NO PURCHASE NECESSARY. Fill out and mail official entry found in package or you can enter by hand printing your name, address and zip code on a 3" x 5" piece of paper and mailing it to CAPCOM Santa's Sleigh Giveaway, 3303 Scott Blvd., Santa Clara, CA 95054. Enter as often as you wish. Each entry must be mailed separately by JANUARY 15, 1990. No mechanical reproductions of entry will be accepted and all mail-in entries must be received at the above address by JANUARY 31, 1990. No responsibility is assumed for lost, late, misdirected, or damaged entries.

2. Prize winners will be determined by means of a random drawing to be conducted by an independent judging organization whose decision shall be final. All prizes listed will be awarded, but there can be only one prize winner per household, group or organization. Odds of winning depend on the number of entries received. Approximate grand prize retail value is as follows: Suzuki Katana $4,495.00. Winners will be notified by mail by FEBRUARY 15, 1990 and may be required to execute affidavits and advertising release. Taxes on prize winnings are solely the responsibility of the winners.

3. Sweepstakes is open to U.S. residents except employees of CAPCOM U.S.A. and their immediate families, its subsidiaries and affiliates, its advertising and promotional agencies, and the judging firm. Prizes won by minors may be awarded to parent or legal guardian. Void where prohibited or restricted by law. All Federal, State and Local regulations apply. For a list of major prize winners send a stamped, self-addressed envelope to CAPCOM Santa's Sleigh Giveaway Winners List, 3303 Scott Blvd., Santa Clara, CA 95054 by MARCH 31, 1990.

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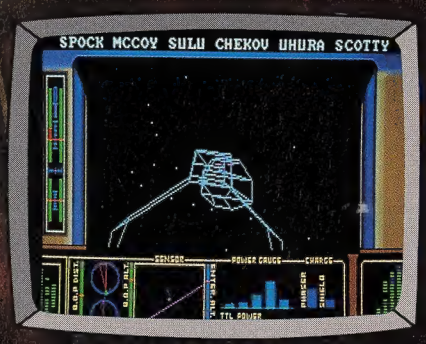

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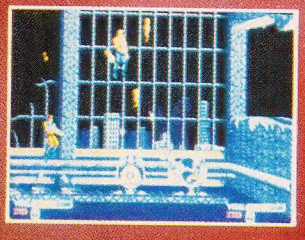
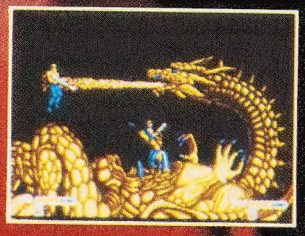


There's havoc in the factory as you blast away the invaders.



The Bronze Dragon is a formidable foe. You never know when it will strike!

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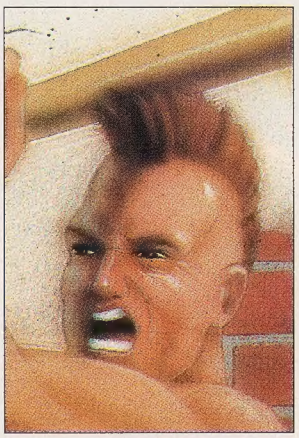
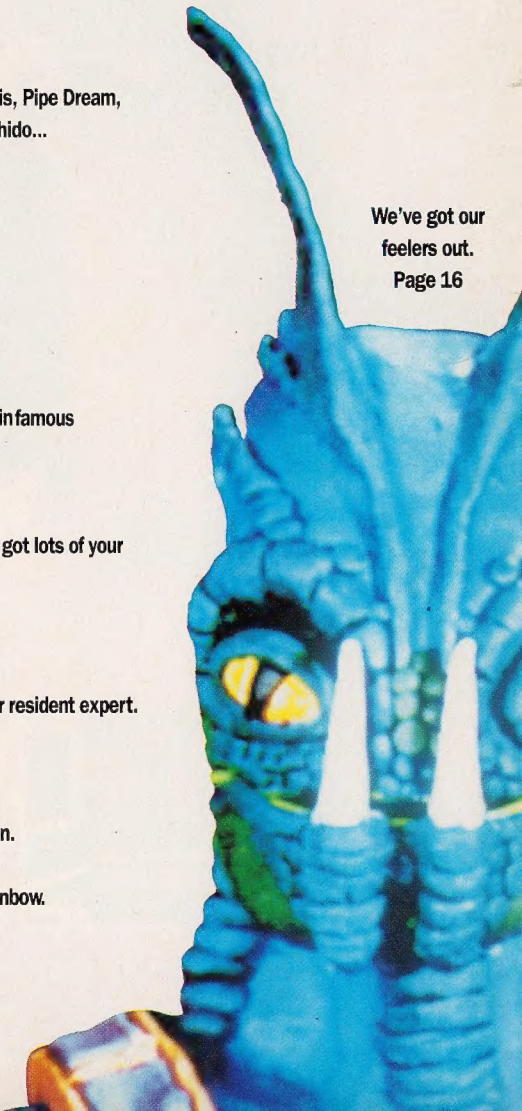


Page 40 is my turf!

O-beast-ity in motion. Page 50.

Roger Wilco in Space Quest III. Page 34.



We've got our feelers out. Page 16

ANOTHER ONE BITES THE DUST

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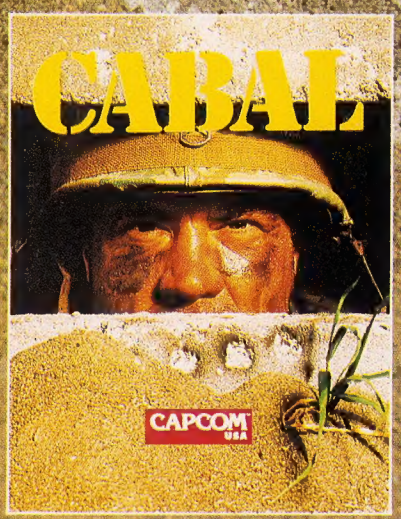

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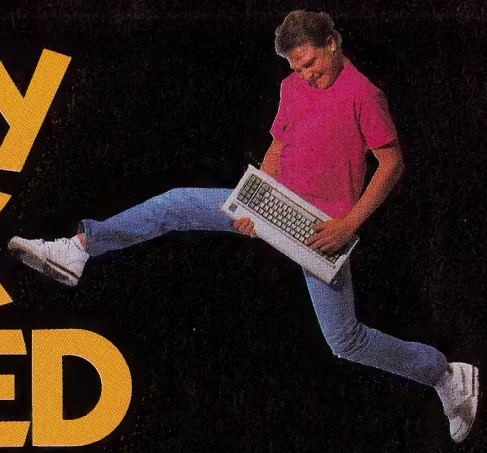

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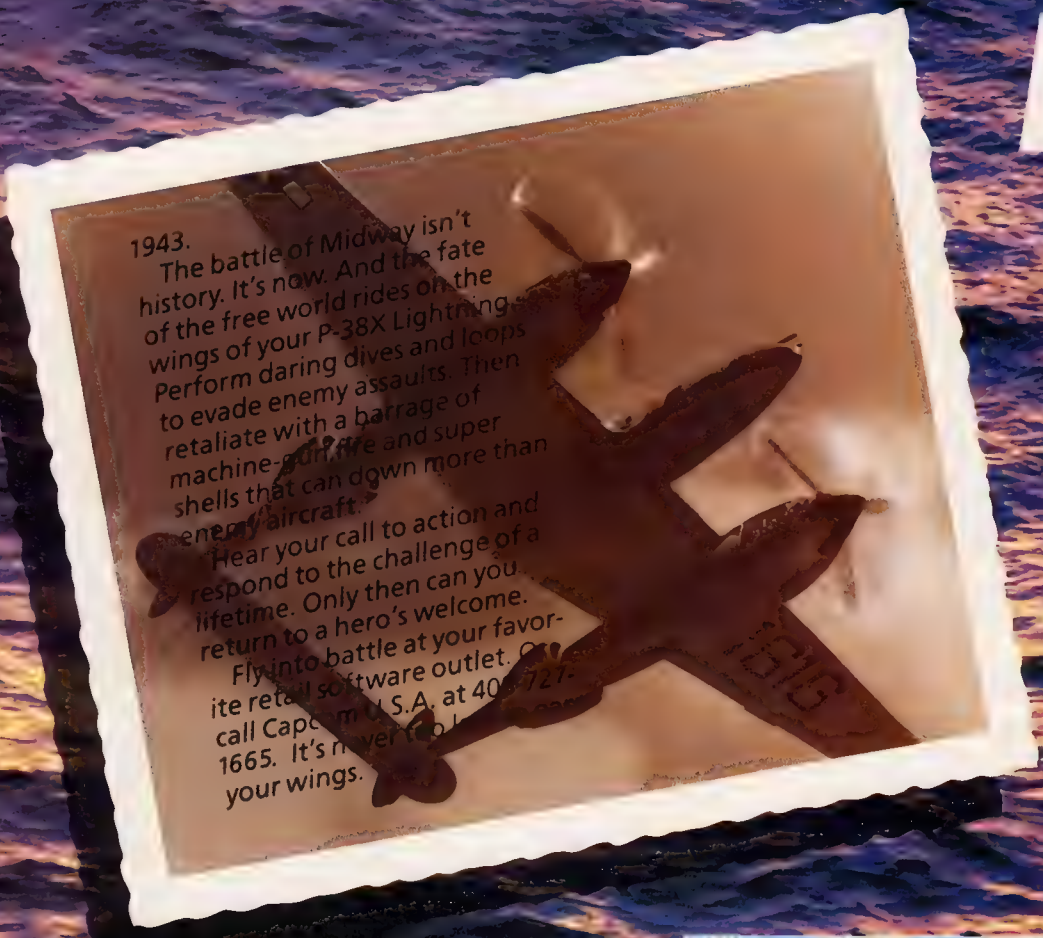
WHEN JOHNNY COMES MARCHING HOME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EDITOR PAGE

NEW FROM PCGAMES...

I always feel a little embarrassed when I tell people what I do for a living. "I play games," I say. That either produces titters of laughter, a blank look and a double take, or just the feeling that I've been written off as an unbearably frivolous adolescent. On the other hand, I perceive more than a little jealousy, too.

In the new and improved PCGames, we aren't ashamed. We play, and love, games. That's our job, and, well, someone's got to do it. If you ask me, there are a lot more frivolous things you can do with a PC than play a good game.

This issue of PCGames is full of what's new. New games. New features. New columns. New look and feel. In addition to a close look at many of the new games for Christmas, we review several of the best games of the year. Also, for the first time, we introduce you to our PC ReVIEW, a game review in pictures. For you busy readers, you can learn all about this game in four pages of concentrated graphics. What better way to show you a new game, after all? It's a graphic medium, and we give you a graphic solution.

Also beginning in this issue are four new columns: George Fontaine begins his Connecting Point column which will bring you all the latest on shareware and on-line gaming. Richard Frick will answer all your DOS related questions in Command Line, and Rich Heimlich is The Prognosticator. Look for information in his column that is even too hot for our news feature. Finally, I will write a column each issue that shows you a bit of what goes on behind the scenes in the game industry. It's called Under the Rainbow.

We hope you enjoy PCGames. This is your magazine. It's you, the readers, who count, and we want to know what you think. Write us. Tell us what you like and what you don't like. Did we leave out your favorite game? Let us know. Have you discovered lots of secrets that you want to share? We're listening. You'll find lots of ways to interact with us here at PCGames.

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I am Sargon
and I challenge YOU...

Actual IBM and Macintosh screens

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It's simple. Just take this ad to your participating dealer and compare the symbol on the game piece below to those on the back of ABC's Monday Night Football package. If they match, **you're an instant winner!**

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ABC's Monday Night Football from Data East MVP Sports. Experience it! Up close and personal. More action, more color and more fun. The sights and sounds of ABC's Monday Night Football.

Available for the IBM® PC/compatibles, and the Commodore 64®.

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How to enter: Simply take the prize symbol "game piece" in this ad to your participating retailer. Exactly match the prize symbol on your game piece with one of the prize symbols found on specially marked packages of Data East MVP Sports' ABC's Monday Night Football games and you win the prize indicated. You may also obtain a match and win prize symbol game piece (while supplies last) and a copy of the winning prize symbols by sending a stamped, self-addressed envelope by December 31, 1989 to Data East MVP Sports Sweepstakes Requests, P.O. Box 8455, Beaverton, OR 97076. WA and VT residents need not affix postage to return envelope. If you are a prize winner, claim your prize by sending your winning prize symbol game piece with your signature and your name, complete address and phone number in the spaces provided via certified or registered mail to Data East MVP Sports Sweepstakes Winner, P.O. Box 8456, Beaverton, OR 97076. All winning claims must be received by January 10, 1990. Any official game piece or package symbol which is forged, tampered with, mutilated, contains printing errors or is obtained through other than approved distribution, is void. Decision of judges is final on all matters. All unclaimed prizes will be awarded in a Second Chance random drawing. If you are not an instant winner, print your name, complete address and phone number in the spaces provided on your prize symbol game piece and mail to Data East MVP Sports Second Chance Sweepstakes, P.O. Box 8458, Beaverton, OR 97076. Second Chance Sweepstakes entries must be mailed separately and received by January 10, 1990. If there are any unclaimed prizes, Second Chance winners will be randomly drawn on January 15, 1990, by ACS Marketing Services, Inc., an independent judging organization whose decisions are final. Odds of winning Second Chance Drawing depend on the number of unclaimed prizes and valid entries received. Not responsible for lost, late, misdirected, incomplete or illegible entries. Winners will be notified by mail. One Grand Prize winner will receive a trip for four to Super Bowl XXIV in New Orleans. Trip includes round trip coach airfare (or reasonable ground transportation if applicable), three nights lodging, tickets for four to the Super Bowl XXIV game, transfers to and from the game, pre-game brunch and $500 cash for expenses, approximate retail value (based on furthest point of departure) $8,500. One First Prize winner will receive $5,000 in cash. Two Second Prize winners will each receive a Sony Entertainment Center, approximate retail value $3,500 each. Three Third Prize winners will receive a Data East ABC's Monday Night Football Pinball game, approximate retail value $3,000 each. 1,000 Fourth Prize winners will each receive an ABC Sports Monday Night Football 20th Anniversary Commemorative video, approximate retail value $20 each. Total approximate retail value of all prizes $49,500. Odds of winning instantly are: Grand Prize—1:2,000,000, First Prize—1:2,000,000, Second Prize—1:1,000,000, Third Prize—1:666,667, Fourth Prize—1:2,000 Sweepstakes open to residents of the U.S. except employees and families of Data East USA, Inc., its affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Limit one prize per family/household. No substitutions or cash equivalents. Taxes are responsibility of winners. Sweepstakes void where prohibited, taxed or restricted. Winners may be required to sign affidavit of eligibility and publicity and travel releases. To obtain an official winners list, send a stamped, self-adressed envelope by March 1, 1990 to Data East MVP Sports Sweepstakes Winners List, P.O. Box 8460, Beaverton, OR 97076.

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If you are a prize winner, claim your prize by filling in the information below and sending via certified or registered mail by January 10, 1990, to Data East MVP Sports Sweepstakes Winner, P.O. Box 8456, Beaverton, OR 97076.

Name _____

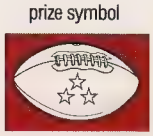
Address _____

City _____ State _____ Zip _____

Telephone _____

Signature _____

prize symbol



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DON BLUTH'S

SPACE ACE®

Ace is being attacked by the evil commander Borf who plans to take over the Earth by using his dreaded weapon . . . the Infanto Ray. Only you can guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue the beautiful Kimberly.

Space Ace™, the arcade follow-up to Don Bluth's Dragon's Lair® is now available with the breathtaking full screen animation and sound of the original laser-disk game. Advanced compression techniques allow for over 40 fast action scenes to be brought to life on your IBM, Tandy or compatible.

Also available or coming soon for Amiga, Mac II, Macintosh, Apple IIGS & Commodore 64.

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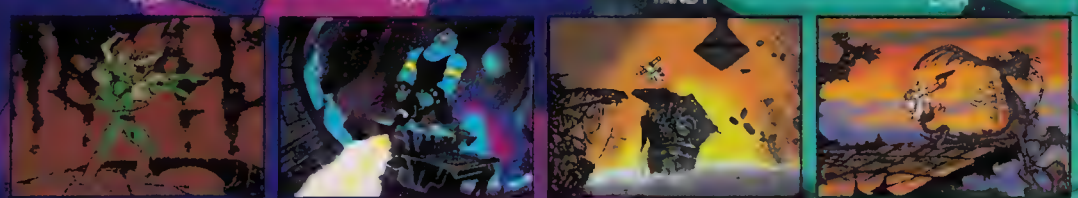

ReadySoft Inc

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THE MAIL

Dear PC Games,
Finally! A magazine that's devoted to PC gamers. I'm always looking for new titles to feed my PC habit and it's refreshing to know where to go to get my fix. My only complaint - some of your game reviews are a little dated. I'd like to see PC Games working a little harder to give us the most up to date reviews possible.
Wilson Flordan
Kansas City, MO

Dear Wilson,
We hear you. Starting with this issue, you'll see a lot of new games, some of which were heavily guarded secrets at the time we went to press. Look in particular at the article on addictive leisure games where we introduce you to several brand new titles.

On the other hand, we'll continue to look at some great games that have been out for a while. We hope to balance our coverage with an emphasis on the new and a tip of the hat to the old.

Dear PC Games,
I've been waiting for a magazine like yours. All the other magazines try to cover too many machines. They cover games that I'm not interested in, or games that I want, but can't use on my PC. I don't have an Apple or a Commodore, or whatever else. Mine's an IBM PC-AT, and you give me what I want - DOS only coverage. Keep up the good work.
Ralph Morgan
Peabody, MA

Dear PC Games,
Let's face it. It takes a lot of words to describe a game. I like to play games, not read about them. It seems to me that computer games are very visual. Why can't game magazines be more visual? Lets see more pictures. Lets see what the games really look like. I want to SEE the action, not just read about it.
Pierre Montaigne
Montreal, Canada

Dear Pierre,
That's an intriguing idea. We decided to try what you suggested, and the result is our first PC ReVIEW (elsewhere in this issue). Let us know if you like this new feature. Is it what you had in mind?

Dear PC Games,
Thanks for the clear cut game descriptions and reviews. With the increasing amount of PC titles available, it's getting harder and harder to decide what to buy. Your magazine helps make my decisions easier. And by the way, now that you've helped me decide what games to buy, how about helping me play them! A hints section would be a great addition to PC Games.
Matthew Powers
Seattle, WA

Dear Matthew,
In this issue is the first installment of our "Most Commonly Asked Questions" special feature. We asked the game counselors from several companies to give us the most commonly asked questions and their answers. If you're stuck on one of your favorite games, take a look there.

Also, we encourage your specific game questions and tips. We'll be printing our readers' questions and tips in future issues of PCGames, and awarding a PCGames T-shirt for each question or tip printed.

Dear PCGames,
I'm stuck! And I think I'm almost finished, but I can't get past the Mage in the Destiny Stone dungeon of Bard's Tale II. What are the words to get past the rock?
Joe Kelly
Knoxville, TN

Dear Joe,
Your problem is not unique. Lots of people have been stuck there! The answer is found in some obscure clues in the second level of the Tombs. You may remember some statements about Trachaem. At any rate, what you have to say is, "FREEZE PLEASE." That will get you through. Good luck!

Dear PCGames,
I've been playing War in Middle Earth for a few days, but I have a hard time winning. By the time I get enough forces to Mordor, the evil forces are just too powerful.
Katie Bloom
Bergenfield, NJ

Dear Katie,
You have to begin mobilizing your forces right from the beginning of the game. Remember, you can control Eomer and his horsemen as well as Faramir. However, your fastest character by far is Gandalf. Start Eomer moving north right away. He can obtain the Silver Orb. Then send him to mobilize Thranduil and the Elves as well as Brand from Dale, and Dane and the Dwarves.

Meanwhile, once the hobbits have reached Rivendell, you can send Gandalf on ahead to meet Galadriel in Lorien, then on to Derndingle to mobilize the Ents and Huorns. Next send Gandalf to meet the Rohmir. Since Gandalf moves so fast, you can also send him to the southern cities to mobilize the Gondorians.

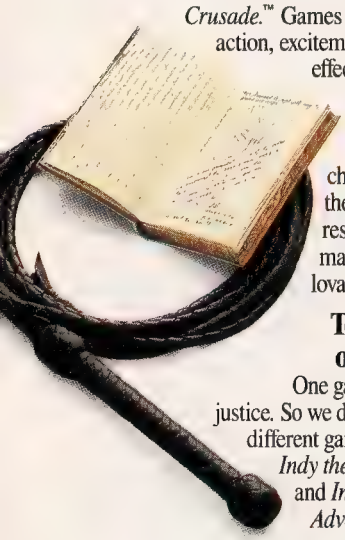
Once you have a good start on the game, save it so you can play the end-game using different strategies. You should find lots of ways to win if you experiment.

If you have comments, questions, or suggestions about PCGames, write us and let us know what you are thinking. Our address is PCGames, P.O. Box 25238, San Mateo, CA 94402.

ARE YOU READY TO STEP INTO INDY'S SHOES?

Move larger-than-life exploits from the movie screen to the computer screen, and the results are often small potatoes.

Not so with *Indiana Jones and the Last Crusade.*™ Games that capture the action, excitement, and special effects of the greatest *Indy* movie of them all. And *Indy* the game character has all the style, wit, and resourcefulness that make the big lug so lovable in the movie.



Too much for one game.

One game can't do *Indy* justice. So we designed two very different game experiences: *Indy the Action Game*, and *Indy the Graphic Adventure*.

And in both cases, it seems that Nazi Germany has just declared war on the Jones boys.

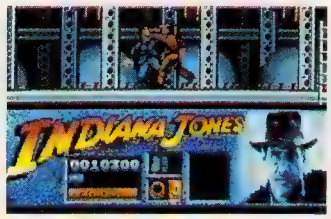
Red hot, slam-bam action.

Indy the Action Game delivers classic arcade thrills on a hell-bent chase for the greatest treasure in history—the Holy Grail. As *Indy*, you'll use your whip, your fists, and your wits. Escaping grave-robbing cutthroats. Pulverizing Gestapo goons. And surviving the lethal trials of the Grail Temple itself.

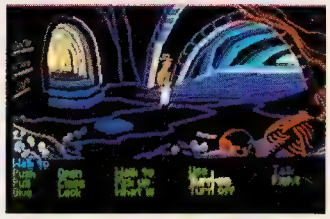
How's your I.Q.?

In *Indy the Graphic Adventure*, you'll find out if you can keep up with the guy with the whip and the hat. Maybe you'll make the same decisions *Indy* made in the movie. Or score higher I.Q. (*Indy Quotient*) points by finding subtle or ingenious alternatives. All the while exploring a stunning world of sights, sounds and characters—many of which you didn't see in the film.

Use Lucasfilm's acclaimed—and enhanced—point n' click interface to toss off a sarcastic one-liner, sweet talk your way out of a tight squeeze, or just haul off and slug the sucker. And thumb through Henry Jones'



Knocking Nazis off precarious Zeppelin catwalks is all in a day's work in ***Indy the Action Game.***



The trail to the Grail is strewn with rats, skeletons, and much, much worse in ***Indy the Graphic Adventure.***

64-page Grail Diary for precious and fascinating clues.

We made a spectacle of ourselves.

Both games bring you the great graphics, exciting camera angles, and stirring sound tracks that made the *Indiana Jones* films so special.

Of course, our development team had the advantage of working with the people who made the movie. And that's how we made sure that when you step into Indy's shoes, your feet are planted firmly in the fire.

LUCASFILM GAMES™

Action game available for Commodore 64, IBM, Atari ST and Amiga. Graphic Adventure available for IBM (includes AdLib™ sound card support), Amiga, and Atari ST.
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End of an Era—Epyx Closes Its Doors

It came as a surprise to many of us, though industry analysts say it was expected. Still, it is with regret that we say goodbye to Epyx as a publishing house.

On September 15, 1989, Epyx closed its doors without warning, laying off most of its staff. The entire story has yet to unfold, but we have learned that the company intends to continue producing titles, letting others do the distribution and publishing.

Epyx brought us many great hit games, including Summer Games and Winter Games (various editions), California Games, Art and Film Director, and many more. However, sometimes even a successful company can run into problems. Expensive research and development on their handheld game system contributed to an already strained cash flow and eventually caused this radical decision. Information at this time is unclear, and no one from Epyx will elaborate on the situation. However, several highly placed individuals from other companies have indicated that much of the Epyx catalog is on the blocks and there are discussions under way with several publishers to acquire the available titles. Epyx will tell us that all announced products will continue to be available through Christmas, and that some specific titles (like Ishido) will be published by Epyx as planned.

One of our contacts said philosophically, "You live by the video game, you die by the video game," while another said, "Four strikes and you're out," which refers to the failures of some of Epyx' riskier endeavors into such media as VCR games, interactive TV games, and the still unprofitable hand-held Lynx system.

Whatever the reasons, Epyx was creating some excellent games and we can only hope that they will make it to market, whoever publishes them, and that Epyx will still bring us quality games in the future.

Claymation character from Star Tribes.

Play Nintendo Games on your PC

Nintendo hit titles on the PC? Yes, that's right. Konami's released Life Force, Ajax, Metal Gear, and Teenage Mutant Ninja Turtles. Also coming: Contra (called Super C), as well as Blades of Steel, Double Dribble, and Castlevania.

Watch Them Fingernails

ShareData is shipping Nightmare On Elm Street and Avoid the Noid, two arcade titles, and watch for Roller Games next year. Play one of the infamous Freddie Kruger's victims. Avoid a gruesome death and save your friends in a final battle with Freddie.

Nightmare on Elm Street.

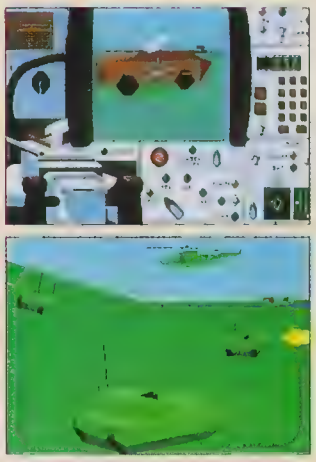
Rumor has it that Share Data will be developing a line of computer games based on the popular Williams pinball games. Look for recent titles like Earth Shaker and Cyclone as well as older ones like Taxi, Jokerz!, Banzai Run, and more.

SSI Promises First PC-Developed Title—Offers Disk Trade-in

Gold of Americas is the first SSI title programmed entirely on the PC, for the PC. Play one of the European monarchs (French, English, Spanish, etc.) plotting to take over a new world.

Do you have a Commodore or Apple version of an SSI game? Send in the original disk with $20 to trade up to a PC disk.

Microprose



M1 Tank Platoon.

MOST GAMES WEAR OUT AFTER A FEW WEEKS. OURS LASTS 1,500 YEARS.

Finally there's a game that's still an adventure years after you buy it: *Where in Time is Carmen Sandiego?*®

Unlike your typical fly-it, drive-it, stomp-it game, this brand new release in Brøderbund's award-winning series relies on your most important reflex: Your nimble mind.

As a detective you must solve ingenious crimes that have been committed by the devious and cunning Carmen Sandiego gang. They can be anywhere in the last 1,500 years. And you don't have much time.

Mexico
Russia
Mexico
Russia
The 19th century was a time of civil strife in Mexico. Benito Juarez, a Zapotec Indian born into poverty, became president and a great hero to the people.
TRAVEL
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ASSIST

VGA graphics give you the most arresting scenes ever put on a computer screen.

With a Chrono-skimmer 325i, you hurtle back through the ages. Pursuing Carmen through Medieval Europe. The Incan Empire. Imperial Japan. And on and on. The more cases you crack, the tougher they get.

Running on IBM® PC/Tandy,® or Apple,® *Where in Time is Carmen Sandiego?* also comes with the *New American Desk Encyclopedia* and a poster of the whole gang to keep you hot on the trail.

So see your dealer or call Brøderbund at 800-521-6263. For $44.95 (suggested retail), get the adventure game that beats them all. Time after time.

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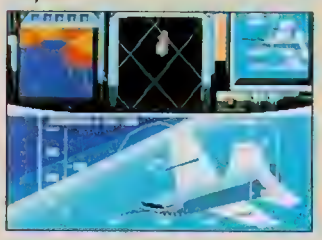
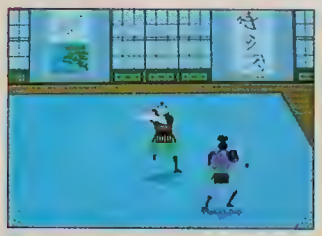
M1 Tank Platoon blasts you into the action of modern tank warfare. You'll control a platoon of four tanks, each with four crew members. Plan each battle and man the tanks, playing the position of any crew member. Your platoon improves with success in battle. Play at various skill levels, on realistic terrain, to accomplish thousands of different mission objectives.



Strike Eagle II.

Fans of the original F-15 Strike Eagle will get new thrills in F15 Strike Eagle II with its high level graphics and improved game play. And, for aficionados of Japanese history,



Sword of the Samurai.

look for Sword of Samurai soon. They tell me that if you enjoyed Pirates! (and I did), you'll really love this one.

From MicroProse's Medalist/MicroPlay lines come some improved releases of former Rainbird games: Carrier Command and Star Glider II. Also coming are Savage (a three-part action fantasy adventure), Xenophobe ("...if it moves, shoot it."), and 3-D Pool (pool games from a different perspective). For the fast moving among you, there are RVF Honda (a motorbike racing simulation), and Stunt Track Racer. For humor and a touch of the odd, look for Rick Dangerous (a high action game with tongue installed in cheek), and Weird Dreams (can you meet your dream images head-on?). Finally, the second in the Marvel Comics series, X-Men: Madness in Murder World, a role playing adventure with the action in over 500 screens of tricks, traps, and challenges.

Now Hear This...

"When are they going to make a sound board that includes a joystick port?" Well, it's here. Creative Labs has developed a couple of cards. Game Blaster will retail around $129 and includes a 12-voice sound card and joystick port. The Sound Blaster combines a joy port with a high quality sound board—including the 12 voice Game Blaster sound system plus an 11 voice FM music card (compatible with the Ad Lib system) and one channel dedicated to voice information—24 channels simultaneously available. But wait! There's more: a MIDI interface, a microphone jack and amp, speaker connection, built-in stereo amplifier, volume control, and, finally, the analog joystick port. At a retail price of $239 and a probable street price under $200, this is the card for those who take their game music seriously. It can even digitize sounds (voice or recorded information) and play them back.

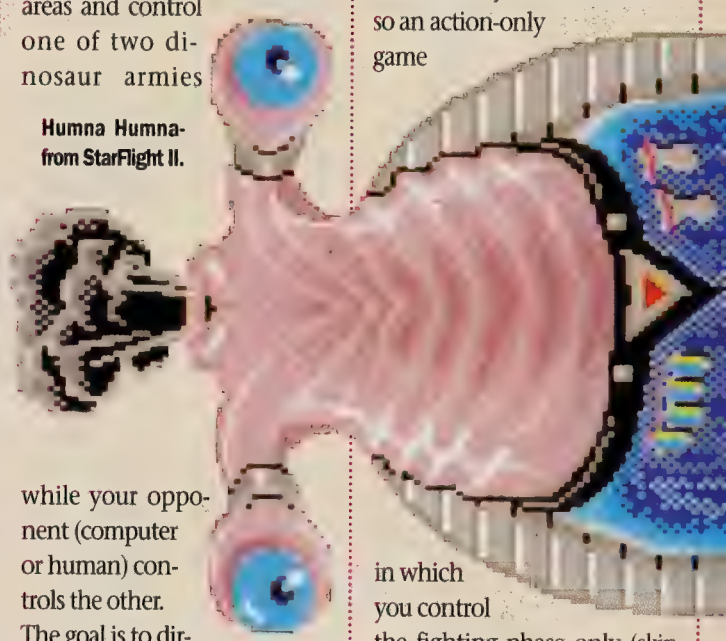
Walk the Dinosaur

Everyone loves a good dinosaur. I mean, just their sheer size and longevity make them objects of wonder. Digitek has a treat for dinosaur lovers. In Dino Wars, you get to play with these giant reptiles in several ways.

In the board game, play in

Dino Wars.

one of five prehistoric areas and control one of two dinosaur armies



Humna Humna- from StarFlight II.

while your opponent (computer or human) controls the other. The goal is to direct your dino army, recover an egg from the enemy camp and return it to its nest in your territory. The opposition is attempting to do the same. Each dinosaur has different movement abilities. For instance, some can move faster than others; some can swim, etc.

When two dinosaurs meet on the battlefield, the scene shifts to a close-up of the conflict, showing the large animated figures of the fighting dinosaurs. Control three different attacks and one defense for each creature. Each dinosaur uses an attack appropriate for its species. For instance, the stegasaurus uses its spiked tail.

If you aren't happy with Digitek's research, or you simply want to alter some aspect of your army, edit the characteristics of any dinosaur. Play in turns (each army moves separately) or play with both armies moving simultaneously. If you don't want to control the fighting yourself, play the board game in two modes. One is like a chess game where the attacking dinosaur always wins. In the other mode, the stronger dinosaur always wins. There is also an action-only game in which you control the fighting phase only (skipping the board game) and must defeat enemy dinosaurs up to eight levels to win.

As if all that weren't enough, Dino Wars comes with a complete disk-based encyclopedia of dinosaurs, so you can look up the facts about these past rulers of the Earth. Also, digitized sounds play during the game without interrupting the action. This one has all the elements of great computer gaming, and a little Tyrannosaurus Rex to boot.

Johnny and Scooby, too

Microillusions has released a graphic role playing game, Faery Tale Adventure which features a fully animated world containing more than 17,000 scenes. Also just releasing is a new graphic/text adventure game, Questmaster, that supports CGA to VGA graphic modes. The Adventures of

LICENCE TO KILL™
007™
JAMES BOND IS OUT ON HIS OWN AND OUT FOR REVENGE
DOMARK
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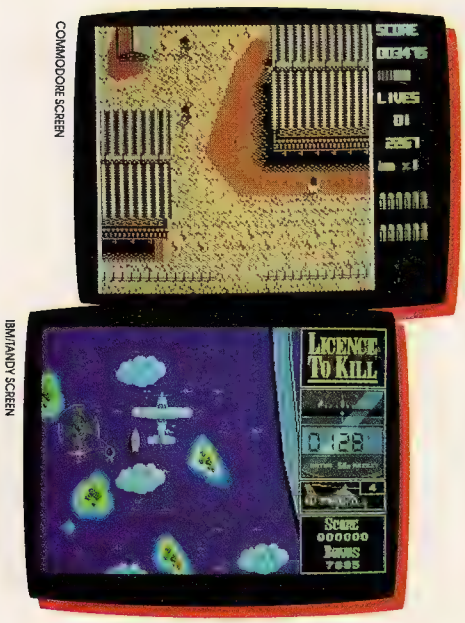
Meet the newest James Bond. You!



James Bond is back with a vengeance in *Licence to Kill*, the movie. But in *this* adventure, you're the star.

The powerful drug czar Sanchez has murdered your best friend's bride. So you're out to take him down. Show no mercy as you battle him on land, at sea and in the air.

You'll need to take the controls of helicopters, planes and tankers. Perform death-defying stunts in midair. Even water-ski in your bare feet!

Critics are already raving about this exciting new 007 game.

"All sections are nicely designed, and faithfully follow scenes from the film—just like a movie licence should." ***• Computer & Video magazine***

"At last, a Bond game that will be appreciated by 007 fans and arcade addicts alike." ***• The One magazine***

Licence to Kill. It's a killer game!

- *Six dangerous levels.*
- *Movie-like story line and action.*
- *Colorful graphics and animation.*

DOMARK™

Distributed By
Brøderbund®

Circle 25 on Reader Service card.

See your dealer or call Brøderbund at (800) 521-6263 to order.

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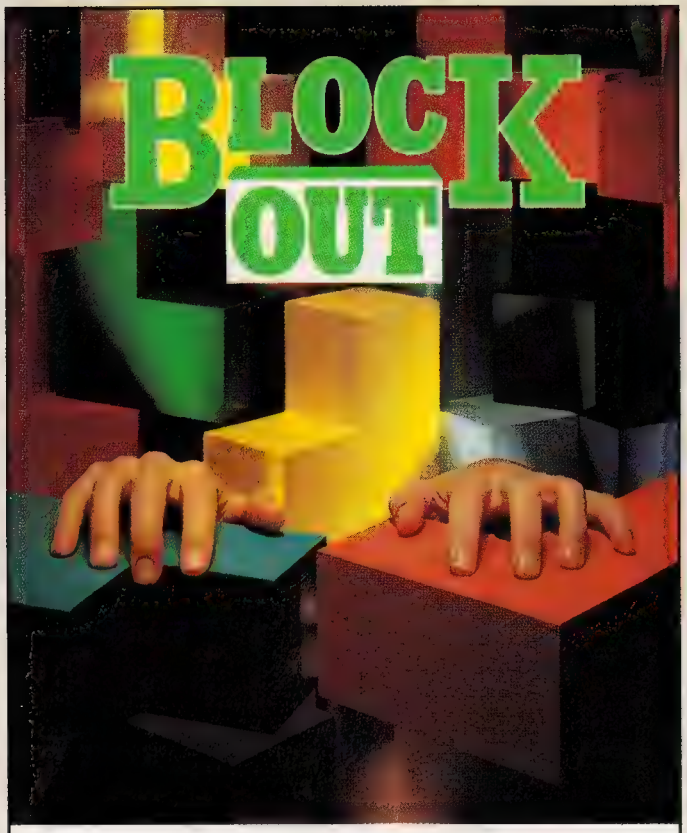
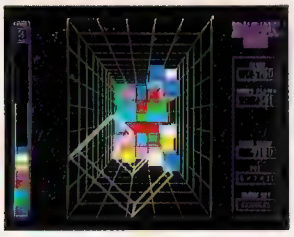


WATCH OUT FOR FALLING BLOCKS

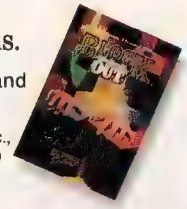


Be Careful! You will be buried alive by the addictive 3-D challenge of BLOCKOUT™.

As the 3-D blocks appear, flip, rotate and maneuver them into position as they fall into the playing pit. Fit them together to complete layers, and you'll steadily clear your way out. But, make one false move, and you'll be buried in blocks.

Plus, with more and more complex sets of blocks, faster and faster action and hundreds and hundreds of pits, there's a version of BLOCKOUT for every player.

Contact your local dealer for details.



Available for IBM PC®, TANDY®, AMIGA™, and MACINTOSH™ computers.

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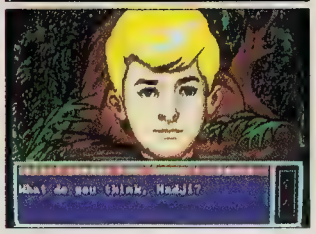
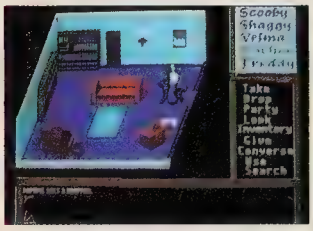


Top: Questmaster.
Bottom: Johnny Quest.

Johnny Quest will be issued in three independent installments. The first episode is called the Splinter of Heaven. The next two games in the series will come out in January, 1989 and spring '89 respectively. Johnny Quest features an animated adventure with puzzles, character interaction, and action sequences. For fans of the cartoon characters, this one is a must. However, even if you never heard of Johnny Quest, this game should be fun.



Scooby Doo.

Also from Microillusions, there's Scooby Doo, a collection of three independent adventures in one package. Each of the three stories is independent, and the graphics in this game are true to the original cartoon style. Control Scooby and his friends together, or separate them into groups (which is necessary to complete some of the adventures). The logic and play of the game are also consistent with the original cartoon and, according to a Microillusions spokesman, "you have to think like Scooby Doo to win." This game has lots of adventure and arcade action.

Real NFL Player Names Added to NFL Challenge—Upgrade Offer

XOR has signed an agreement with the NFL to use real players' names in their NFL Challenge game. Now your teams can have the real players from all the NFL teams. If you already have NFL Challenge version 2.0, you can trade up for only $9.95. If you have an older version, the upgrade costs $19.95. Trade in old team disks for $2.

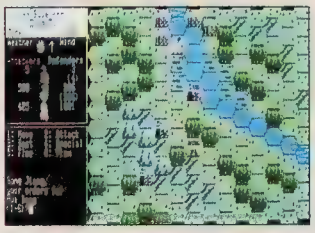
XOR is also shipping Shuffleboard, including several versions of bowling, curling, and shuffleboard with various play options. And in a real gear shift,

Robo-Man.

they've told us that they will release an arcade game "like Mario Bros. for IBM." The game called Robo-Man, features ten levels of arcade action.

Play the Chinese Version of Robin Hood

Koei is continuing to produce quality strategy games with an oriental theme. The latest is Bandit Kings of Ancient China. Based on history and legends, this game has you playing a Chinese version of Robin Hood.



Bandit Kings of Ancient China.

• JOAN OF ARC •

SIEGE & THE SWORD

You are the young Dauphin, Charles VII, born to be king of France. The year is A.D. 1429 and your country is torn by warfare. The hated English and Burgundians have already occupied much of fair France. But now the tide is turning.

Leading your armies is Joan, a 17-year-old maiden from the tiny village of Arc. A visionary, she is intensely dedicated to serving you in your struggle to unite all of France.

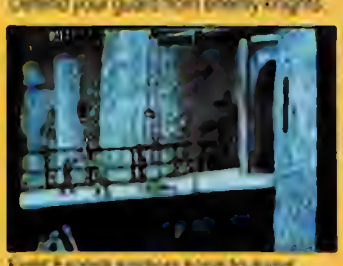
Before victory can be yours, however, you will face dozens of crucial battles and decisions, any of which could mean freedom for your people . . . or cruel slavery. You'll need the wisdom of a king . . . the valor of a soldier . . . and the spirit of a saint.

In this stirring adventure, you have the opportunity not simply to relive history but to rewrite it.

- 5 types of realistic medieval action sequences, and you control them all.
- 73 authentic provinces and towns.
- 31 historically accurate characters, each with different strengths and weaknesses.
- Up to 20 options on each turn.

Defend your guard from enemy knights.

Joan bravely rallies your armies!



Fight English soldiers hand-to-hand.

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or see your Broderbund dealer.

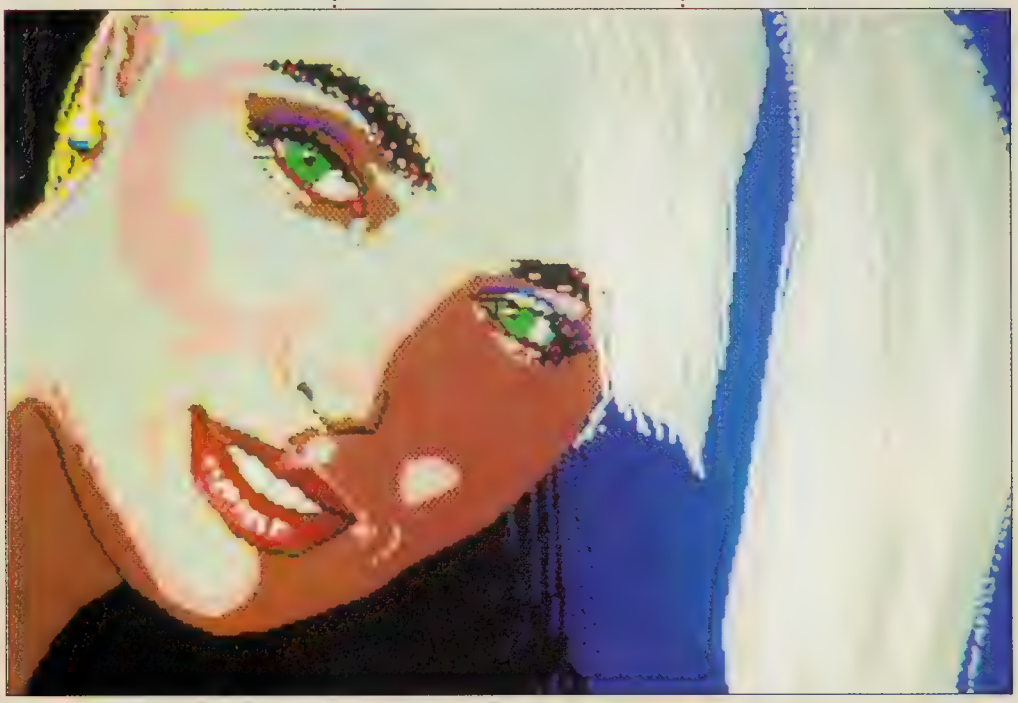
099

Circle 36 on Reader Service card.

Play the part of a robber whose task is to kill the evil minister of war. This is no easy task. In order to succeed, you have to help others, gather the heroic allies you require, manage your economic base, and fight many smaller battles. If you fail to kill the minister in time, a barbarian horde will invade and destroy the land.

And Now for Something Completely Different...

Spinnakker is releasing Star Tribes, a unique role playing adventure. Visually, this one is full of strange and wonderful aliens created in colorful clay, digitized, and brought to life through Claymation. Help the Dragon Lord defeat the Evil Sarpedon and his forces. Interact with more than 150 characters in more than 500 locations.

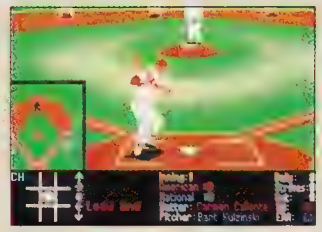


One of Leisure Suit Larry's friends.

Bandit Kings of Ancient China features four separate scenarios, can be played by one player or up to seven players, and features 255 separate characters, each with a distinct personality. Highly detailed EGA graphics and animation add appeal to the game. Terrain affects battles and changes with the seasons, and there is even magic in this game. Based on historical literature, this game promises to be an absorbing and fascinating game of tactics and action. Koei estimates an approximate game time to be around 150 hours.

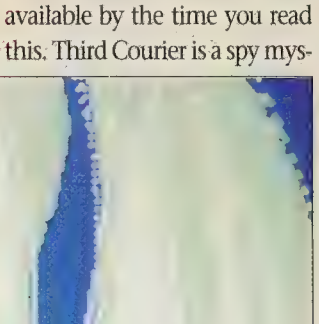
Accolade

Accolade is releasing several new fall/winter titles. New additions to the Test Drive series are Muscle Cars and European Challenge, while a new international courses disk is coming for the Jack Nicklaus series. Hardball II upgrades the popular Hardball game, adding new features and improved graphics. For flying fans, there's Blue Angels, while those who prefer their thrills on the ground will like The Cycles. Aquatic speed demons will want to look at speedboat racing in Heat Wave.



Hardball II.

Both Third Courier and Don't Go Alone should be available by the time you read this. Third Courier is a spy mystery featuring all digitized scenes. Don't Go Alone takes you into an Agatha Christie-type story in a mysterious and sinister mansion. Then there's Bar Games for the barflies among you. Play liars dice and air hockey for a touch of the ordinary, then graduate to some exciting rounds of Pick-Up Artist, Last Call, or Wet N' Wild (a wet T-shirt contest for males or females). We'll leave the rest to your imagination.



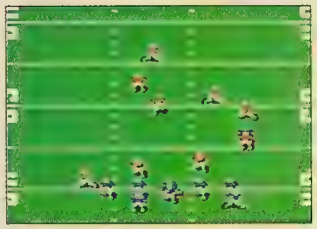
Bar games.

Top: Third Courier.
Bottom: Don't go alone.

Electronic Arts

EA is launching its Thrill of Winning promotion which features John Madden Football, Lakers vs. Celtics in the NBA Playoffs, and Ferrari Formula One. These three sports titles head a strong line-up for EA. In addition, EA is promoting Madden Football by including a special "Two-minute warning" version of it as an eleventh disk in special Maxell floppy disk boxes. Many of you will remember when they did virtually the same thing with Jordan vs. Bird.

Madden Football is a complete football simulation in which you get to coach, play, and even design offensive and defensive plays. This one is a must for the football simulation fanatic, and we'll take a closer look at it in our next issue along with some other new football games.



Madden Football.

A Fool's Errand– 1492.

Columbus Discovers America.

The Fool's Errand– 1989.

America Discovers A Great New Game.

The award-winning *Fool's Errand* is a game like no other. It tells the enchanting story of the fool in his search for wisdom, intertwined with over 80 original puzzles: graphic, word, logic, and more.

Each unique puzzle is woven into the threads of the unraveling story. The puzzles give you pieces of the sun's map. But the map is a puzzle as well. And there are more puzzles that lie hidden in the map.

You figure it out.

And when you do, you will be rewarded with a four-minute animated finale.

You will have earned it.

$49.95. For IBM or compatible, Tandy, and Macintosh computers. Available at your local retailer or order direct from Electronic Arts Direct Sales at 1-800-245-4525.

Sometimes, it's wise to play the Fool.

MILES Computing

Circle 106 on Reader Service card.

Lakers vs. Celtics is another basketball game from the people who previously brought us Dr. J against Larry Bird and then

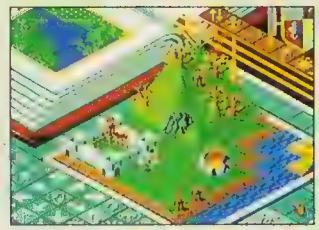
Lakers vs. Celtics.

Jordan vs. Bird. Now, they bring you the entire NBA in five-on-five basketball. If you thought one-on-one play had its challenges, this one will really get your attention. You can pass, dribble, or shoot. If you hold the ball on offense, your teammates will run various patterns. A well placed pass inside the lane can lead to a quick dunk. Or pass it to Kareem for a Skyhook. Any way you cut it, this game is great for basketball fans.

Also from EA is Budokan (see the Beat 'em Ups article elsewhere in this issue), a stunning game of martial arts, and F-16 Combat Pilot, a European import that includes squadron strategies in a flying simulation.

Some of you may already know about Populous, an intriguing game in which you play a god. Already out in other formats, this should be available for the PC "very soon now." I know I can hardly wait.

Star Flight II takes off soon with a new mission, and about 500 new planets in 180 solar systems—there's plenty of room to explore. In addition, the game includes 31 alien races–each with its own temperment and characteristics–as opposed to only seven in the



Populous.

first scenario. In this one you'll meet the Ishwa Ishvey, the Tandelo, and the always popular Humna Humna. Beings to invite to your next party.

People who loved the original game (and there were many of them) will love this one. But fortunately, you don't have to play the original to enjoy this one. And with no time limit, you can explore to your heart's content. Barter and converse with these aliens, explore many worlds, and uncover the secrets of time travel to complete this game (which is estimated to average around 60 hours playing time). Because the plot is not linear, you can explore in your own way, gathering clues in whatever way you can.

EA is also releasing Indianapolis 500. For more about this new game, see The Prognisticator column later in this issue.

More Aerial Heroics from Lucasfilm—a Preview

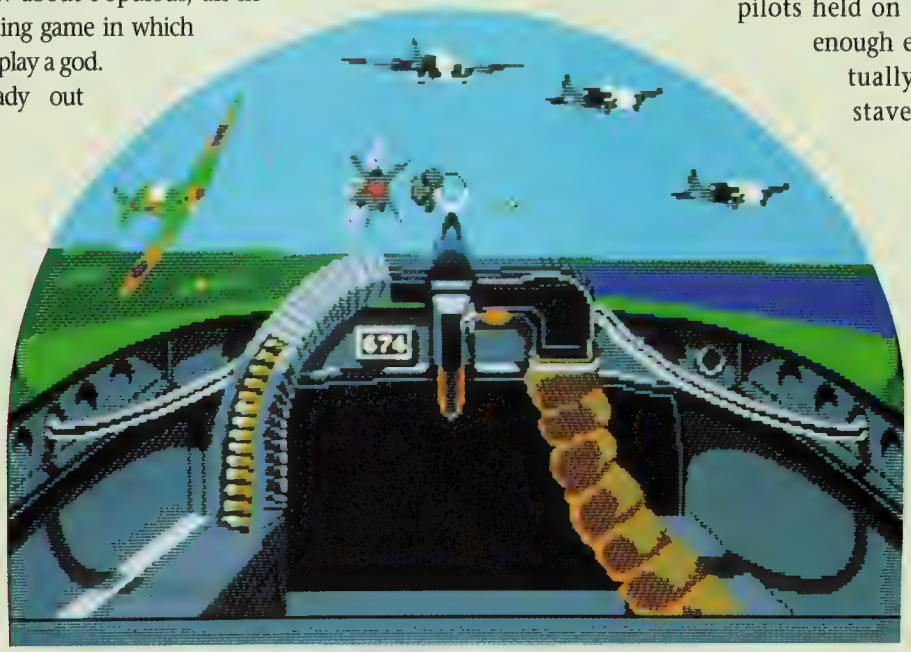
France had fallen, and there was little to stop the Nazi's advance. The RAF was in poor shape as the German planes geared up for their attack. At one point, according to RAF pilot Bob Reynolds, Britain could only send five planes into the air, but, using radar, they fooled the Germans into thinking they had more—flying the same planes to intercept the Nazi squadrons again and again—delaying the German offensive. Over-matched and under-manned, these heroic pilots held on long enough eventually to stave off the German invasion of the British Isles.

In Their Finest Hour: The Battle of Britain, Lucasfilm developers and researchers have surpassed their earlier achievements in Battlehawks 1942, and created a game of action combined with a significant historical simulation. They've even included a scenario editor so you can try monkeying around with history, if you wish. And you can fly any of the planes available to either side. Like Battlehawks, the flying is historically accurate, exciting, and graphically detailed. A very sophisticated "instant replay" lets you record your encounters and then play them back—from virtually any camera position and angle. Participate in an entire battle, then go back and view any part of it again—even the parts you had nothing to do with!

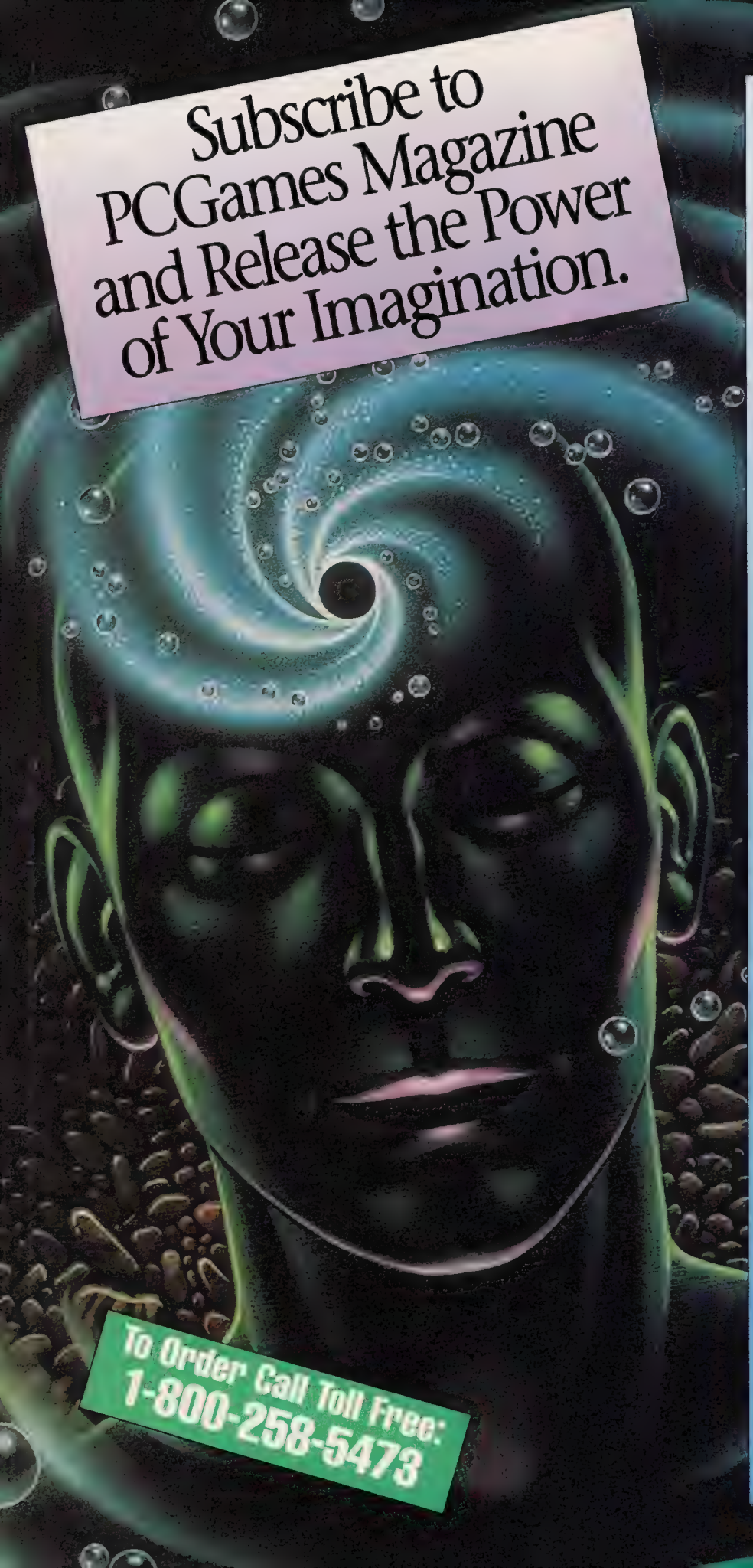
According to Noah Falstein, one of the product's chief researchers and developers, it is uncanny how the weaknesses of the German fighter/bombers (which the Germans lost in great numbers) are echoed in the game. "Their amassed forward power failed to compensate for their lack of protection aft and their sluggish maneuverability. You realize why they were shot down after you try flying them."

We'll have much more about this new product next time. In the mean time, elsewhere in this issue you can learn about Lucasfilm's new addictive game, Pipe Dream. You'll need willpower to escape it's grasp.

We're still waiting to see the final version of the Indiana Jones action game. The adventure game is out already, but the



Their Finest Hour–Battle of Britain.



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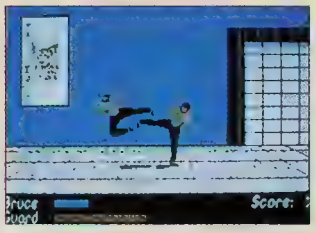
action game has been delayed. More on that next time.

Head Scratching Time

Miles Computing has released its popular Mac title, Fool's Errand, for the PC. For puzzle freaks, this one will confuse and amuse for hours. Another upcoming title is Living Jigsaws, which, as near as we can tell, lives up to its title with a collection of animated jigsaw puzzles on your PC. Finally, we have learned about an additional game called Keys to Marmonte, but could only learn the title so far. Watch these pages for more...

Enter the Dragon

The Software Toolworks has released a hot new fighting game called Bruce Lee Lives. Developed with the approval of the late Lee's estate, this game features animated hi-res action and enemies that learn! You may have success early, but be

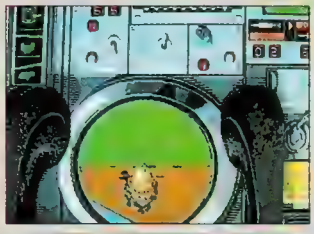


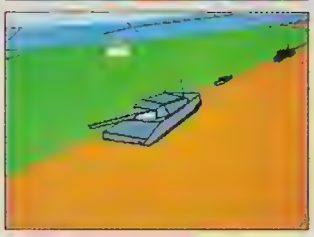
Bruce Lee.

ready to adjust your technique to complete the game and defeat the renegade Shao-lin monk, Master Po. A unique feature of this game is the ability to create macros that execute several of Bruce Lee's moves with a single keystroke.

Spectrum Holobyte

In addition to Welltris (see the Leisure Games article later in this issue), Spectrum Holobyte has introduced a new tank simulation. TANK features such options as head-to-head combat, action in the U.S., West Germany, or the Middle East,





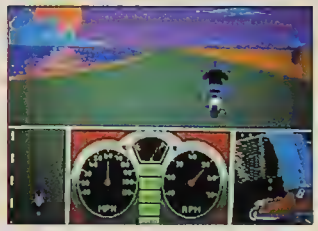
Tank.

up to 32 semi-automated vehicles including tanks, copters, artillery, and A-10 aircraft, and much more. The game features 3D graphics, multiple perspectives, and even an easy-to-learn "arcade" mode. Look for the same kind of attention to detail in this game as you've previously seen with Falcon. Another upcoming game, Flight of the Intruder; is based on the best-selling book by Stephen Coontz. Participate in a detailed air battle simulation from the Vietnam war, featuring carrier based A-6 Intruders and F-4 Phantoms.

Mindscape

Mindscape has released several hot new titles, including Gauntlet II, Star Trek V, Harley Davidson: The Road to Sturgis, Deja Vu II, and a new game from Chris Crawford, Guns and Butter. Also in the new

Star Trek V.



Harley Davidson.

lineup are Fiendish Freddy's Big Top O' Fun, which takes you into the circus, and four new Sega translations—After Burner, Shinobi, Alien Syndrome, and Thunder Blade.

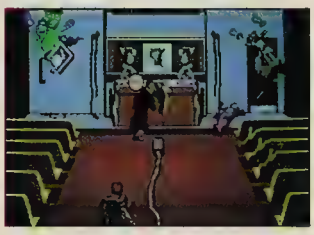
Mediagenic

In addition to Tongue of the FatMan (see this issue), Activision Entertainment has released Grave Yardage, the football game for zombie lovers, The Manhole (see Leisure Games in this issue), and a whole bunch more. Look for

Death Track.

Deathtrack for the ultimate in risky driving, MechWarrior for the ultimate in 31st century robotic combat, and two new movie-to-game translations–Ghostbusters II, and Die Hard. Control a digitized image of Bruce Willis.

Also watch for Stanley Cup hockey action in Face Off from Gamestar, and role playing on the moons of Titan in Infocom's Mines of Titan.



Ghostbusters II.

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"It's one heck of a game"
—Info World Magazine

"The graphics in these games are excellent...very high quality animation."
—PC Games

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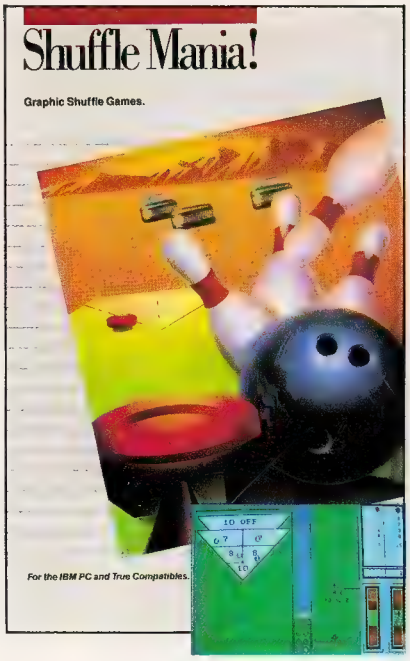

When push comes to shove... Shuffle Mania!

Shuffle Mania! includes nine exciting graphic shuffle-style games to bring you the most realistic shuffle, bowling, and curling simulations ever created for the computer. All games use the same method of launching the shuffle puck, bowling ball, curling stone, or penny; however, options such as ice, kick back, trap, and stopper make each game unique.

Operating on the IBM PC and true compatibles with DOS 2.1 or higher, **Shuffle Mania!** puts you in the heat of the action.

Pick up a copy of **Shuffle Mania!** at your local computer store today – or call TOLL FREE **1-800-635-2425**. Be sure to check out **Oligopoly, NFL Challenge, Basketball Challenge, PRO Challenge,** and **Bermuda Square**, other examples of First Class Software from XOR.

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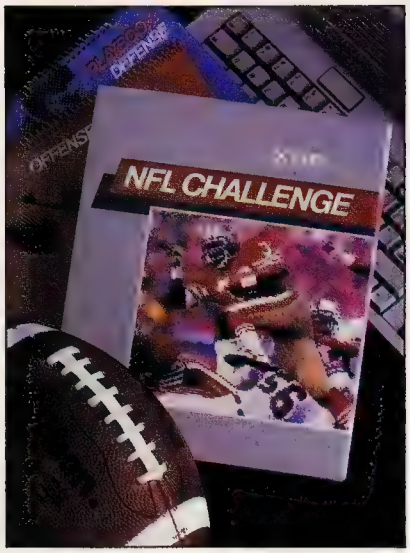

The New NFL Challenge Version 2.01

Just when you thought the best couldn't get any better... **NFL Challenge** now includes player names in the most realistic NFL football simulation ever created for the computer.

NFL Challenge puts you in control of your favorite NFL team. Complete NFL rosters and skill level ratings for every player. 75+ offensive and defensive plays with graphic animation, instant replays, penalties and injuries.

Operating on IBM PC and true compatibles, **NFL Challenge** puts you in the middle of the action.

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RoboMan
Exciting Arcade Action!

RoboMan is a high-speed action arcade game in which you pop balloons to acquire points while moving through 50 challenging levels of difficulty. Use jumps, super jumps, and springboards to reach strategically placed balloons and platforms.

But Beware!... misjudge a jump or walk off a platform and RoboMan could lose one of his "lives". Arcade animation, sound and high scores list add to the enjoyment of this addicting game!

Operating on IBM PC and true compatibles, **RoboMan** puts you in control of the action.

Pick up a copy of **RoboMan** at your local computer store – or call TOLL FREE **1-800-635-2425**. Be sure to check out **Shuffle Mania!, Oligopoly, NFL Challenge, Basketball Challenge, PRO Challenge, and Bermuda Square**, other examples of First Class Software from XOR.

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Conquest of Camelot.

Top: Die Hard.
Bottom: Face Off.

Origin

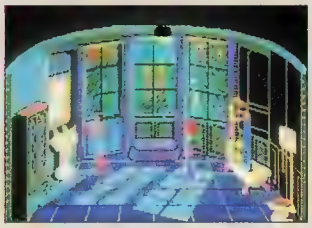
Origin has several new titles, including Space Rogue for space flight, 3D graphics, and role playing entertainment. Knights of Legend is a fantasy role playing game designed around a modular system. The first title, The Realm of Ashtalarea, should be out in January of 1990. Fans of Moebius have had a long wait, but there is finally a sequel. Windwalker features much more elaborate one-on-one martial arts duels and a much more elaborate plot than the original, but includes the underlying spirit that typified Moebius. Finally, Omega is a tank programming game based somewhat on the old Tank Wars game. Much improved with better graphics and more sophisticated programming, this is for the budding programmer/tank designer. Can you create an intelligent killer tank and pit it against those of your friends? In fact, you can even pit your tank against the tanks created by people who own different computer systems, since all tanks will run on any system.

Ultima fans have something else to look forward to next March when Ultima VI debuts. What makes this version of the Ultima series exciting to PC players is that this will be the first Ultima developed entirely on the PC. Look for increased game depth, superior graphics, and support of all major PC sound boards.

Sierra OnLine

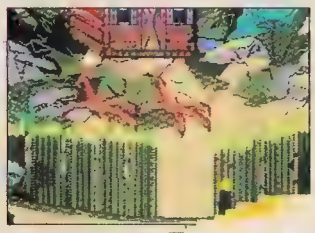
Sierra OnLine has been busy lately. In addition to Space Quest III (reviewed in this issue), they have already released Manhunter San Francisco a sequel to their original Manhunter New York, and Hoyle's Book of Games (see the Leisure Games section later in this issue).

In addition, look for Roberta Williams' first murder mystery, The Colonel's Bequest, Hero's Quest, and



Colonel's Bequest.

Leisure Suit Larry III (more fun and games from that old Larry dude). Watch for Code Name! Ice Man, too. This adventure is hot! Er...Cool! And there's medieval fun in Conquest of Camelot.

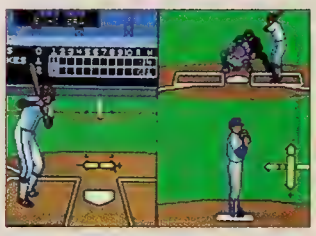


Hero's Quest.

Quick Hitters

Capcom announced several new titles for the PC: Last Duel, Ghouls & Ghosts, Forgotten Worlds, Lead Storm, Pocket Rockets, and Sidearms.

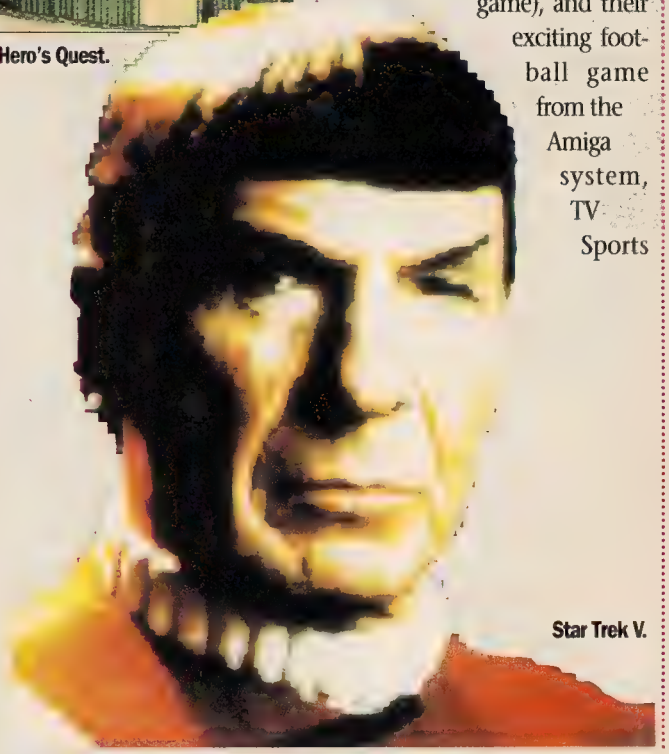
Mastertronic has several new titles as well, including



Strike Zone.

Monopoly, Obliterator, Orel Hersheiser's Strike Zone, Risk, Clue Master Detective, and Rick Davis' World Trophy Soccer (which they tell us is hot!). Finally, there's Double Dragon II (which they don't even need to tell us is hot!).

Cinemaware has released Death Bringer (an action role playing game), The Krystal (based on the stage play of the same name—to our knowledge, the first time a stage play has been translated into a PC game), and their exciting football game from the Amiga system, TV Sports



Star Trek V.

Mean Streets

An Interactive Detective Movie

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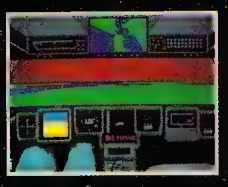

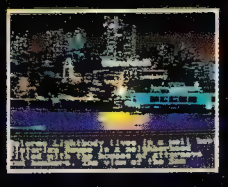

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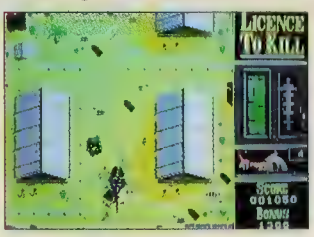
Football. Looking to next year, Cinemaware will be producing several new blockbuster games, including TV Sports Basketball, Lords of Rising Sun (feudal Japan in your living room), and It Came from the Desert (grade B monster movies come to your home computer).

New World Computing is bringing a new game next year. Based on a popular card game, Nuclear War takes a hard look at global conflict.

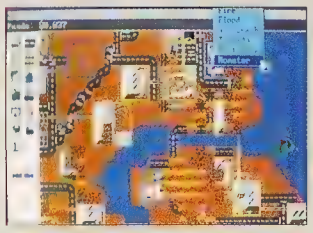


Licence to Kill.

Broderbund has released Licence to Kill, their James Bond adventure, and Where in Time is Carmen Sandiego (see elsewhere in this issue).

Psygnosis plans to release lots of new products for the PC in the coming year. For starters, look for Baal and Menace. More coming...

Wargamers can look forward to SSG's Fire King, Panzer Battles, and Rommel's Battles in North Africa, featuring VGA graphics.

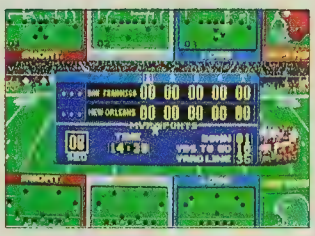


Sim City.

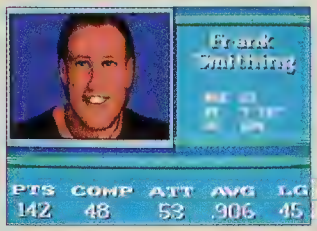
Maxis finally released its hit city simulator, SimCity, for the PC, and, as exciting as that is, I'm pleased to announce that they are already talking about a new game. This one, called Gaia, can only be called a "world simulator." Though we can't expect to see Gaia for some time yet, we'll watch its progress and let you know all about it in a later issue of PC Games.

Holy Lineup, Data East!

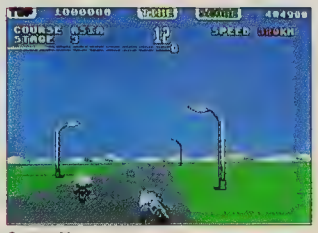
Pow! Batman bashes the Joker and the Penguin in two action adventure games. Bang! RoboCop blasts the bad guys in arcade action. Boom! More high intensity action in Heavy Barrel. Smash! Roger Craig hits the line in Monday Night Football. Crash! Motorcycle wipeout in Super Hang-on. And next year, look for more sports thrills in new baseball and basketball games from Data East's Season Ticket line ■



Monday Night Football.



Monday Night Football.



Super Hang-on.

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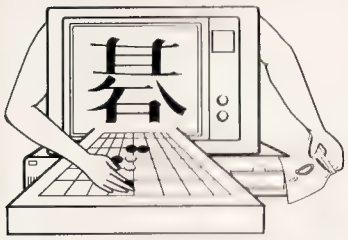

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Editors' Stockings

Our Christmas stocking wish lists from the kids at PCGames:

Richard Frick

All I want for Christmas is my two front teeth and:

Battlehawks 1942
Their Finest Hour: Battle of Britain
688 Attack Sub
Indiana Jones and the Last Crusade
Rocket Ranger (Anyone who doesn't have this one should.)

Rich Heimlich

Would like to wake up with these titles under the tree:

Space Quest III: Pirates of Pestulon
Wayne Gretzky Hockey
Sim City
Starflight II: Trade Routes of the Cloud Nebula
Leisure Suit Larry III
Jack Nicklaus Major Champ. Golf
Indianapolis 500
Kings of the Beach
Omni-Play Horse Racing
Jet Fighter: The Adventure

Rusel DeMaria

(Is the greediest of the lot)
There's so much that's good!

Populous
Sim City
Ishido
Revenge of Defi
Pipe Dream
Welltris
Cribbage King/Gin King
Double Dragon 2
Windwalker
Budokan
Faery Tale Adventure
Mean Streets
Starflight II
Colonel's Bequest
Space Quest III
Omega
TV Sports Football
Grave Yardage
Madden Football
Where in Time is Carmen Sandiego?
Their Finest Hour: Battle of Britain
M1 Tank Platoon
TANK
Might and Magic II
Wizardry V
Magic Candle
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Prize Awards: Three (3) different "Life in The Fast Lane" fantasy weekend prizes will be awarded: a Grand Prix Motorcycle Race weekend, a Formula One or Indy Car Grand Prix weekend and an Offshore Powerboat Race weekend. Each prize will include such transportation arrangements and other accommodations as may be necessary for two people traveling together, including the sports event tickets. All arrangements shall be made by Accolade at its discretion as to place and event selection. Applicable period for fantasy weekend arrangements shall be 4/1/90 - 12/31/90. Each winner will be offered the option of receiving $1,500 cash instead of the fantasy weekend for two.

Winner Selection: One winner will be selected for each of the three different fantasy weekend prizes by means of a series of random drawings to be conducted on 3/16/90 by AMA, Ltd., an independent judging organization whose decisions are final. Prize winners will be notified by mail by 3/23/90. The odds of winning will depend upon the number of valid entries received. Winners will be required to provide social security number (for tax purposes), and to sign an affidavit of eligibility and publicity/liability release. Tax liability on prize winnings is the responsibility of each winner. Prizes are not transferable; however, any prize won by a minor will be awarded in the name of a parent or guardian.

Eligibility: Offer good only in USA and US Government installations. Employees of Accolade, Inc., its marketing agencies, this program's suppliers, and their immediate families are not eligible to win. Void wherever prohibited or restricted by law. To request a list of the prize winners, send a stamped, self-addressed envelope before 3/15/90 to: Accolade "Life in The Fast Lane" Winners, P.O. Box 920, Westport, CT 06881.

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SPACE QUEST
MONOLITH BURGERS
THE PIRATES OF PESTULON

By Roger Strukhoff

Warp speed and warped humor characterize Space Quest III

Sierra Online's Space Quest III ($59.95) represents everything that's right about computer games and a few things that are wrong about the MS-DOS platform.

Three things to the good: Outstanding graphics, sophisticated sound and a high level of often hilarious interactivity stamp this as one of the major gaming efforts in the history of the young industry.

On the other hand: expensive hardware is needed to get full functionality out of this game, the sound track is truncated because of sound's massive storage requirements, and the nature of interactive games themselves: the jokes just aren't as funny with repeated tellings.

As an exercise in bravura game programming, Space Quest III, subtitled the Pirates of Pestulon, pushes the envelope for the entire industry. For those of a slightly cynical bent, SQIII's wicked sense of humor throughout is a true delight. Whether it's a smart remark, a parody of society, or the uproarious and unflinching company pitch at the end of the story, this game is guaranteed to keep you laughing all the way through. The game's designers, Marke Crowe and Scott Murphy, also know more ways to kill you than you know how to die. Dying is truly an enjoyable experience in SQIII.

To get full functionality, an 80286-based system with hard drive and VGA graphics is the minimum recommendation, and installation of a sound board is desireable. The game will play on lower-end systems, and in CGA and EGA modes, at a significant loss of speed and visual quality. The sound board, ranging in price from $200 to $500, is frosting on the cake.

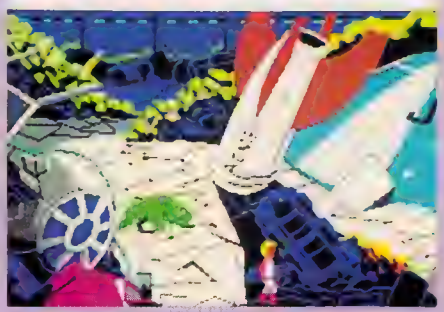
The Story

Space Quest III, as might be suspected from its title, is part of a continuing saga. At the end of II, our hero Roger Wilco had "narrowly escaped death aboard Sludge Vohaul's asteroid fortress," according to SQII's manual. "Entering an escape pod, he rocketed away seconds before it burned up in the Labionian atmosphere." Alas, Wilco was low on oxygen, so "making a last ditch effort to survive, he climbed into the hibernatic sleep chamber with the hope that someone would find him soon."

Yawn...What a restful sleep.

In SQIII, Wilco's vehicle is picked up by a patrolling garbage freighter, which doesn't know (or care) that there is life aboard the small pod. Wilco is jarred into consciousness in the bowels of the freighter.

The opening sequence is strictly under computer control, and is magnificent in its special visual and musical effects. The player asserts control once Wilco jumps out of the pod and hits the freighter deck with a nice "ta-ka-ta" of his boots.



There sure is a lot of garbage here.

As you manipulate Wilco through the freighter, you come upon an old Wile E. Coyote Acme missile (one of many visual jokes in the game), a lot of other seemingly useless space junk, and a few valuables: assorted pieces of wire, a ladder, a warp motivator, and a reactor. Clues to what is good among the detritus are provided by looking around, then examining areas closely.

HOT TIP: From the beginning, remember to save your game every step of the way. Then when you die, and you will die often, you don't have to go through all the beginning steps again and again. And be sure to pick up everything you can get your hands on throughout the game.

Wilco's mission this time out is to rescue "universally famous software authors, those two guys from Andromeda" (who bear a slight resemblance to Crowe and Murphy). The two guys have been abducted by software pirates working for the disreputable software publisher ScumSoft, developer of such flops as Stuntflogger, Aquatron, and Scumword. ScumSoft president, 14-year-old Elmo Pug, is holding the two guys hostage, making them write inferior software against their will. This is really cruel!

Wilco's mission, once he's escaped the freighter, takes him to the exotic locales of Phleebut, Ortega and Pestulon. But getting off the freighter is an adventure in itself. This is a hostile, industrial environment, guaranteed to chew you to bits if you're not real careful.

HOT TIP: Don't get discouraged by the mugger rat on the freighter. Just go back and get the wire again.

A Planetary Tour de Force

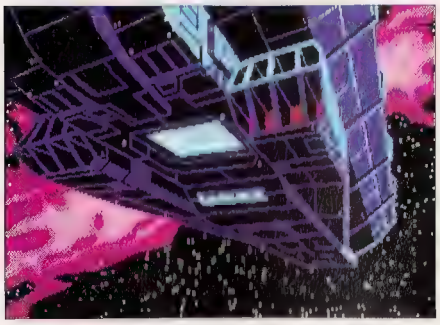
While cruising interplanetary space, Wilco stops for a quick munch at the ubiquitous Monolith Burger, featuring a logo reminiscent of our own golden arches.

The Monolith Burger episode features everything good about playing this game. For humor, there's a nice send up of pimply-faced fast-food service. Make sure you try to throw away your own trash. For violence, don't go in the wrong airlock or Wilco gets wasted.

And there's a game inside the game—Astro Chicken, an arcade game developed by Scumsoft. Astro Chicken is an incredible rip-off, not much fun to play, and it requires you (as Wilco) to flap the joystick around in a manner totally unbecoming a mature adult. An inane "Turkey in the Straw" soundtrack accompanies the game, the only redeeming aspect of which

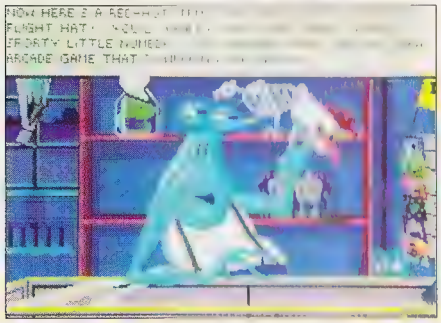
is an embedded clue about the fate of our two guys.

HOT TIP: You've got to eat the right food to get to the clue, and the Big Belcher combo isn't it. (But eat one sometime anyway to see how everything comes out.)



I'm in a garbage skow–in space!

While on Phleebut, not a bad place to visit, Wilco stumbles into a truly low-class tourist trap. Here, from the spotty neon signs to the tourist trapper's yellow teeth, a sense of humor imbues the scene.

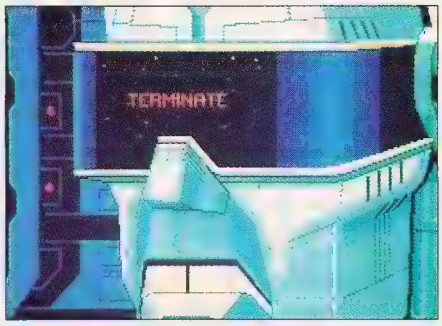


Fester Blatz makes a pitch.

HOT TIP: Bargain hard, but not too hard with Fester. For grins, check out the postcards. As far as the Terminator goes, remember the pulsating pods.

Ortega is a lava-filled hell that no one would even want to visit without a great motive. But Wilco must travel to Ortega as part of the plan to save the two guys. Sierra Online has done a great job of making this red orb a truly hostile place: I could feel my nerve ends singe the first time I fell into the planet's volcanic fires.

HOT TIP: Be patient when you encounter the bad guys. They'll leave. For a smart remark, look into the wrong end of the telescope.



Look out for Arnoid Roboschwartz.

As Wilco moves to the game's conclusion on Pestulon, the jokes keep coming. Wilco discovers ScumSoft's headquarters (the company's SS logo is of course reminiscent of the Nazis), then must pose as a janitor to breach security.

HOT TIP: Don't miss a wastebasket, for a real janitor would never pass an empty wastebasket. And don't miss vaporizing the trash twice in a row, or it's curtains.

There are also two more games within the game on Pestulon, including a knock-down-drag-out robotic battle between Wilco and Elmo Pug. There is even a false ending, where the game seems to indicate you've almost solved it, but then, "ahah!" you're back in the deep stuff again.

Dilemmas

The computer seizes control over greater sections of the game as SQIII nears its end(s). It looks as if the programmers were running out of either time or money, or both. Particularly after Pug is defeated, you're along for the ride in areas that you weren't before—although I must say the two guys are such classic nerds that it's a lot of fun just to sit back and listen to them babble.

The sound track, after a magnificent beginning, is not constantly present as the game progresses, either. Nor does it voice the words on the screen, either, as some players may expect. This is not a real criticism, but an observation.

The truncated sound track is probably not just a function of time and money, but most likely due to the extravagent storage demands good-quality sound makes. (CD-quality sound, for example, requires a megabyte of storage for about 7.5 seconds of sound. The quality can be lowered significantly without bothering most listeners, but any quality sound demands a lot of room.) As it is, SQIII comes on three, 3.5-inch floppies or six 5.25-inch disks. ■

The Case for CD-ROM

SQIII and its predecessors are a great example of games that could be delivered on CD-ROM, a medium that provides 600 megabytes of storage on a single disk. With that kind of storage, the sound track could run throughout, graphics could evolve into motion video, and interactivity could become more advanced. A CD-ROM game, of course, implies the purchase of a CD-ROM drive, a $500 to $1,000 investment today.

That's the rub: as the games get better, the investment spirals, and who is going to spend that kind of money to play a computer game? Very few people, obviously. This game is best suited to those whose work has already committed them to higher-end systems.

The other point regarding these interactive adventures is the rerun aspect: whereas a good arcade or sports game stands up to repeated playing, an adventure such as this wears out in a hurry. Although it will take dozens of hours for most players to find all the points in this game, once they have found them, the fun factor declines.

The real-life equivalent: You can only watch "The Wizard of Oz" so many times, no matter how much you like it, but you're always up for a good game of poker. As much as I liked SQIII (and other Sierra adventure such as SQII, King's Quest IV and Leisure Suit Larry I), I know I won't be playing any of these titles a year from now.

On the other hand, I liked the original Leisure Suit Larrys so much I know I'm going to buy LLIII, now that it's available.

So, following the movie paradigm, if Sierra can keep cranking out the hits, I'll buy them. When I tire of individual games, I'll just pass them on to my children, starting my own tradition of family heirlooms. The two guys would approve, I'm sure.

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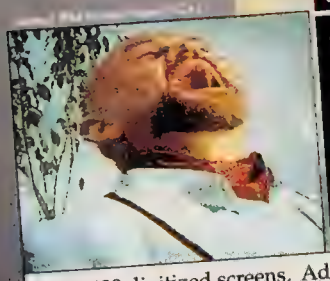

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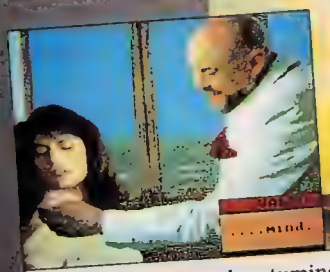

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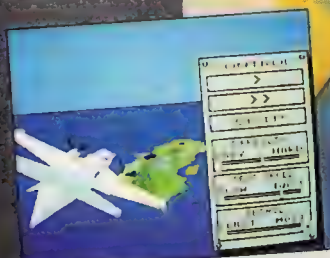

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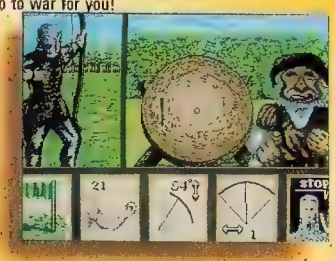

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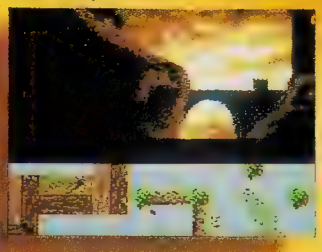

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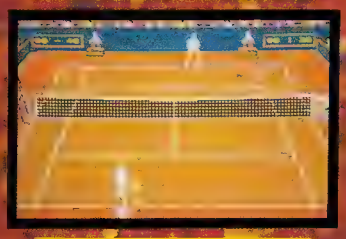

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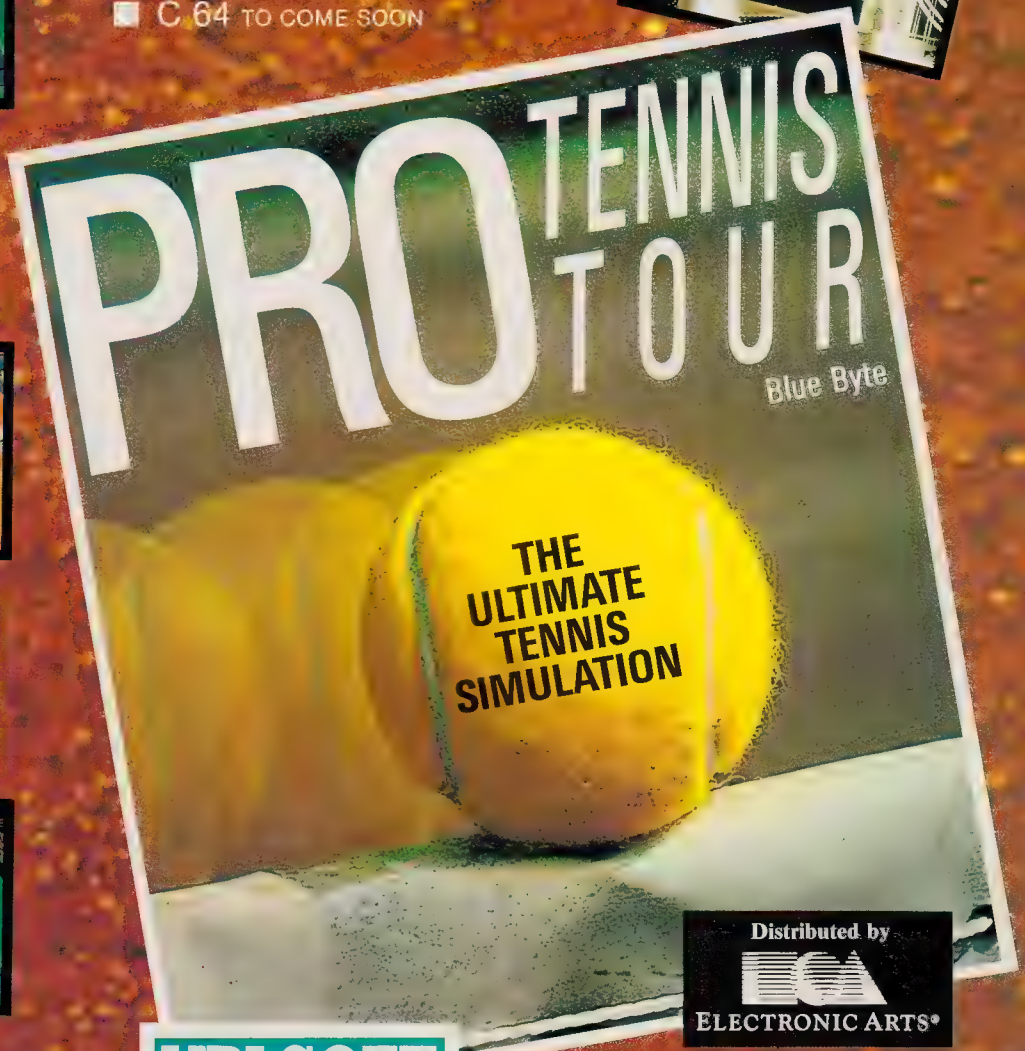

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BAD BEAT'EM UPS

By Mark E. Reynolds

Dealers and muggers and scum, oh my! If you walk today's streets, you'd better be able to take care of yourself.

Remember the time you took your best girl to the beach and some bully kicked sand in your face? Compared to now, those were the good ol' days. All you had to do was go home, send for Charles Atlas' bodybuilding course, do a few exercises, go back to the beach, find the bully, sock him once, and be the hero forever.

Yeah, things were pretty easy back then. Now when you take your girl to the beach, or practically anywhere else for that matter, you're confronted with drug-crazed pushers, outlaw bikers, street punks, razor-toting hookers, and every other kind of street scum you can think of–and a few you wouldn't imagine. They pound on you, steal the girl, and you've got to hunt them down and thrash each one to get your girl, and your honor, back. Geez.

That Charles Atlas course just doesn't cut it anymore. Not only do you have to look like Swartzenegger, you've got to be proficient in down-and-dirty, street-style karate, and it helps to have a crowbar and a mean streak a mile wide.

If you're one of the many Americans who wants to take a bite outta crime, you're not exactly helpless. Each of these beat'em ups pits you against some of the worst street slime you can imagine. So get your hands on one and start training. You'll soon be whacking all the scumballs you can handle.

Back to Back

Maybe you're too chicken to go out in the streets alone, or maybe you just want to share the fun with a buddy; whatever your reasons, these first two games let two players stand back to back against all odds as the blood, broken teeth, and bodies pile up around them. Of course, when your buddy all of a sudden hears his mother calling, you can play alone.

The Double Dragons are Billy and Jimmy Lee, two brothers who must rescue Billy's girl from the Black Warriors. Two players can fight as a team via two joysticks, joystick and keyboard, or both on keyboard, though that is the least productive method. Learning to press the appropriate fire and movement buttons necessary to execute the desired techniques is tricky,

but once you've got it down, you're a formidable opponent, and two players working together are hard to beat. One of the biggest hazards you face in two-player mode is hitting your partner by mistake when you're trying to help him out of a jam. You gotta watch that stuff.

The Black Warriors are tough fighters. Some carry bats and whips, and the big guys throw boulders and oil drums (if you get a weapon, you can use it too–the bat is the most effective). You've also got eight different karate techniques that can get you through, if you use them well. The bad guys know the same moves, though. And once you've waded through all his underlings, you've got to face Mr. machine-gun-toting Big Boss himself and his two karate masters. Talk about baaad!

Learn the head butt and elbow strike well–they'll get you out of some serious jams. And once you've encountered an opponent, don't move any farther to the right until he's defeated, or you're likely to run into some of his pals. These guys don't have any qualms about surrounding you and giving you a good pounding. Beware of dropping a weapon at the edge of a screen, or you won't be able to pick it up again.

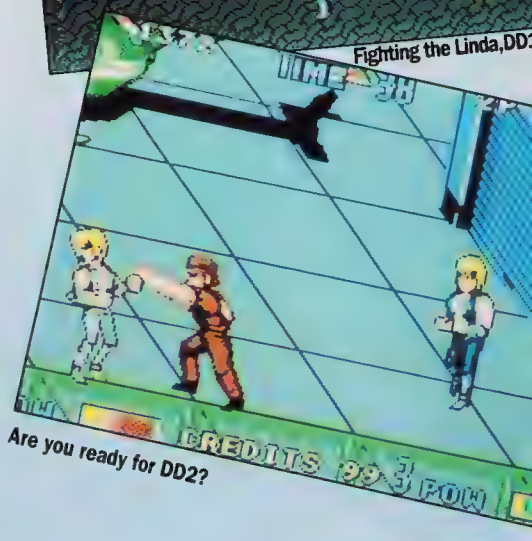
Although joystick control is best, keyboard control is good (at least for one player), because you move left and right via the O and P keys and up and down via Q and A. It's much easier than using the number pad/arrow keys.

Of the lot, I've enjoyed DD most of all, but it's got the most anticlimactic ending you can imagine. In fact, I suspect it's a bug. As soon as you've defeated the Big Boss, the game hangs up and you've got to reboot your machine to regain control. It's not much of a reward–you don't even get to see the girl. *(According to the programmers, this is not a bug–the game is supposed to end at that point. However, if you play a two-player game, the ending is different–you fight each other for the girl! - Ed.)* There's also a no pause feature, and it's a long way from the opening screen to the end on level five. Game designers who don't include a pause key deserve a couple of smacks with a bat themselves. But, the fun is in the fighting, and you get lots of that.

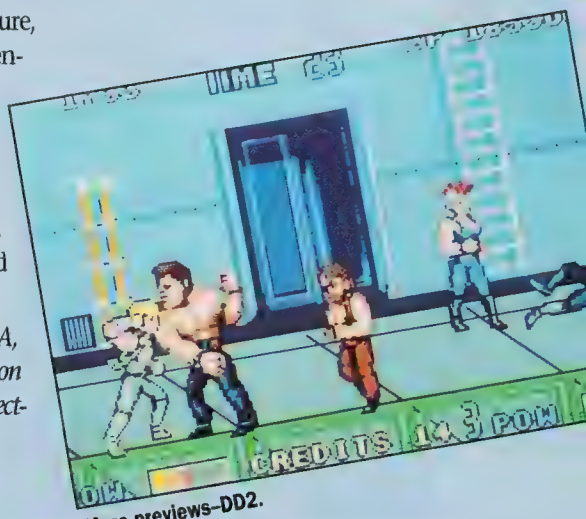
Arcadia's Double Dragon (CGA, EGA, Tandy, 512K, $39.99) on two 5 1/4-inch non-copy protected disks.

Almost there!

Fighting the Linda,DD2



Are you ready for DD2?



More previews–DD2.

ILLUSTRATION: ROBERT EVANS

Save the Pres

Data East's Bad Dudes also pits two street-tough heroes, Blade and Striker, against the hordes of the Dragon Ninja. The prize this time?–the President of the U.S. of A. Yes, the evil Dragon Ninja has kidnapped el Presidente, and only one or both of these unarmed Bad Dudes can get him back.

Bad Dudes offers lots of punching, kicking, and challenge. As in Double Dragon, you begin at screen one and fight your way leftward, toward the Dragon Ninja's hideout. Your enemies come in droves head on and from behind, so you've got to time your attacks so you won't end up surrounded by bad guys. Watch for the red ninjas and don't let them slip by–they're easy to defeat, and they always leave you a nice present.

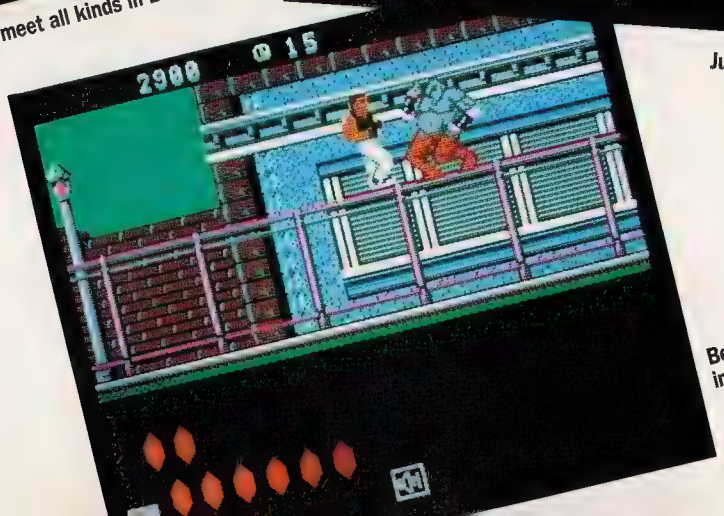
My biggest complaint about this game–and all the Data East games I've seen–stems from the fact that this company puts its own DOS, QuickDOS 3.2, on the game disk, so you boot your computer with that disk in the drive. Maybe it's not QuickDOS's fault, but the games always seem to take a long time to load, a long time loading new screens, and of course you can't exit to DOS. Bad Dudes doesn't include a pause feature either, so make sure you take your phone off the hook before you begin. And get this–if you play well, you're asked to add your name to a list of high scorers, but the program doesn't save your score! It saves the names of the guys at the factory who didn't even do that hot, but not yours. What's the use?

There are other quirks–you might even call them bugs. At the end of each screen, you must fight a super monster. Twice at this point, I've been knocked below the screen, never to return. The game just hangs up, and you've got to reboot to regain control. Or sometimes the super-monster runs off the screen and stays away until the time runs out, at which point you die. That's really a monstrous thing to do.

Bad Dudes (CGA, EGA, Tandy, HGA, 512K, $39.95) two 5 1/4 or one 3 1/2-inch disk.

You meet all kinds in Bad Dudes.

Just keep on going.



Beat the Boss in each stage.

Going It Alone

If you're more the lone wolf type who likes to fight his own battles, there's some great arcade action waiting for you, too. These next three games send a solitary fighter against the worst the streets have to offer.

Ya gotta love Nick the Hammer, the mighty and formerly peaceful dockworker who became the merciless hunter of street gangs after they kidnapped his girl, Xianna. And ya gotta love any game that lists "bad taste" among its features.

In Mastertronics' Street Fighting Man, Nick fights his way through the increasingly complex gang-ridden streets, abandoned buildings, bars, and porno halls of five U.S. cities. There's no one to help him, but then, he doesn't need much help.

SFM is the easiest game of the lot to master. Nick's only techniques are a punch and a kick, and he's pretty good at swinging weapons he finds (crowbar, chain, knife, or nunchaku), so timing his strikes is about the only learning you'll have to do. Joystick control is good, and keyboard control works almost as well.

Strategy is fairly straightforward, too. Nick simply beats everyone he comes across until they fall to the ground. Women and policemen needn't be excepted, and everyone makes this great sound–like a car spinning out–when they hit the canvas. Different weapons are more effective against certain foes than others, but the nunchakus seem to be the best all around. When I find an extra weapon, I like to carry it to an intersection in the maze of streets and alleys in case I need it later, and to show me that I'm back at a familiar spot when I get lost.

SFM is a fun game at a great price–you get lots of action, you don't have to spend time learning the tricks of each new situation–and it's even got a pause key. There is one bug–beware of the Los Angeles scenario (the second most difficult city). When you move from one of the screens to the next, you may end up trapped behind a fence where the game hangs up. You can't cross the fence, and you can't go back the way you came.

Street Fighting Man (CGA, EGA, Tandy, 256K, $14.99), on two non-copy-protected 5 1/4-inch disks.

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Watch Your Back

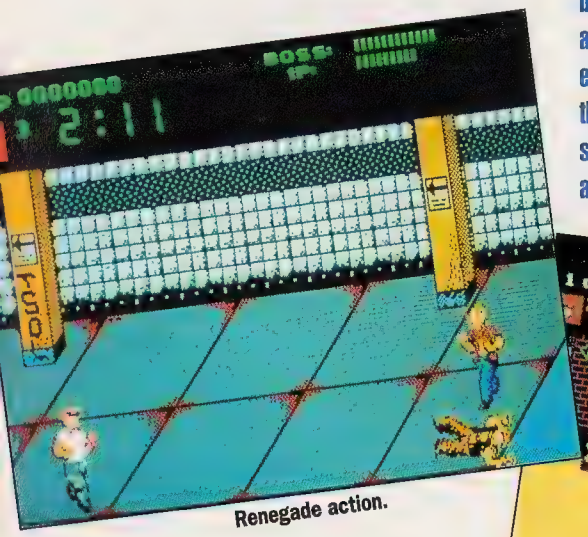
Taito's Renegade is another high-action game that pits you against some rough street punks. And these guys don't play fair, either. They're always maneuvering to surround you, get you down, and keep you there.

Of all these beat'em ups, Renegade is perhaps the most challenging (although Operation: Cleanstreets and Bad Street Brawler, below, aren't pieces of cake, either). The punks move quicker than you, and you're working against a timer that's tough to beat. The graphics are excellent, but it's difficult to judge your timing and distance in an attack. You've got five basic moves (punch, jump kick, back kick, and, when the enemy grabs you, knee and elbow strikes). The back kick is the most foolproof, but the bad guy has to walk into it, so you can waste precious time waiting to set it up. Although the punks often carry weapons, you always fight barehanded.

Taito has included some very nice features in this software. Function keys let you pause, turn the music on/off, adjust the color, restart the game, return to the startup menu, and exit to DOS. The startup menu lets you calibrate your joystick and redefine the keyboard so you can set up a key layout you can use best. Keyboard control works well.

Renegade offers fast-paced, precise action, so if you're looking for a game that really challenges your skill with a keyboard or joystick, take on the punks in this one.

Taito's Renegade (CGA, EGA, VGA, $37.95).



Renegade action.

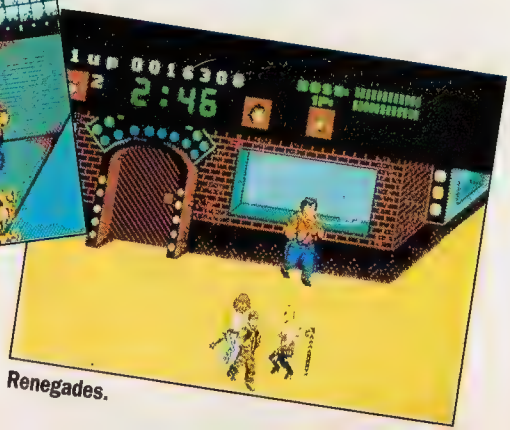
Just Say Smash

You've heard of Dirty Harry, right? In Broderbund's Operation: Cleanstreets, you're Cleanup Harry, another undercover cop on a one-man crusade against the drug gangs that are taking over the city. The game features five levels, each on the same street scenes, but with increasingly tougher foes and more drugs to confiscate.

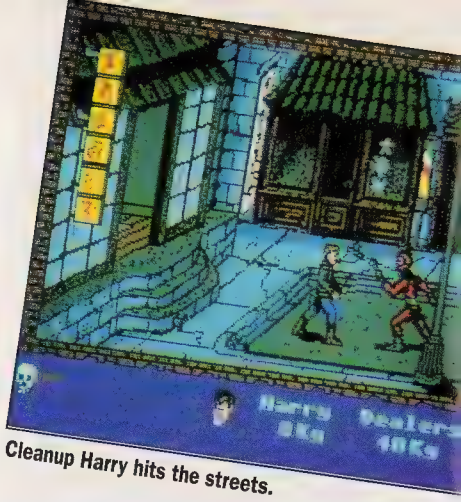
Harry has definitely picked the wrong precinct. He isn't issued a weapon–not even a piece of pipe–while most of the bad guys carry knives, chains, bats, swords, or chainsaws. And, as Harry walks the streets, friendly neighbors throw stuff at him from second-story windows. These just aren't optimum working conditions.

Operation: Cleanstreets has the best graphics, but the color, at least in GCA, is limited. You enter each street scene, defeat the hoodlums you find there, and pick up whatever bags of drugs they drop. Each time they hit you, your life bar gets shorter, but you can restore your health by dropping the drugs you've confiscated into a fire in a trash barrel at the rightmost screen.

HOT TIP: First, clear the streets to the burning trash barrel. Then, when your health is low, you can run to the barrel without having to face opponents who may sap your last bit of strength. When you enter the second screen to the left of the opening screen (the one in which neighbors throw trash at you from the row of second-story windows), run into the space between the two buildings, face the wall, and wait there. The friendly residents will exhaust their supply of ammunition, even though they can't hit you, and you can keep sticking back kicks into the guy with the bat as he passes by, though he can't touch you.



Renegades.



Cleanup Harry hits the streets.

HOT TIP: When you approach the trash fire, wait behind the lamp post. The upper-story residents will keep throwing at you until they've wasted their ammo, but they won't hit you. Stand below an opponent in the stairwells. He won't be able to dodge around you, and his weapon will pass harmlessly over your head while you can punch and kick him in the legs.

Operation: Cleanstreets, especially on the upper levels, is an incredibly demanding action game. You'll need exceptionally skillful joystick control before you get very far in this one.

Broderbund's Operation: Cleanstreets (CGA, Herc color and mono, 512K, $19.95).

Blind Man's Bluff

Mindscape's Bad Street Brawler is a riot. If you're bored with the usual hero-vs-street-scum scenario, check out this zany game. Here, you play the Brawler, lookin' good with your blond curly hair, shades, and gold wrestling boots and spandex trunks. First, you encounter a bunch of bald old blind guys. They don't seem to know exactly where you are, but once they make contact and start wailing on you with their canes, you're in trouble. Besides them, you'll face midget bombers, gorillas, rolling karate experts, and that little old lady.

Now, of course you're not supposed to hit her–in fact, you don't want to hit her–but she walks the streets muttering to herself, always getting in the way. Just when you think you're going to nail a real attacker with a kick, you hit her instead, and, boy, does she get mad. She'll fire her purse at you, and you'd better duck!

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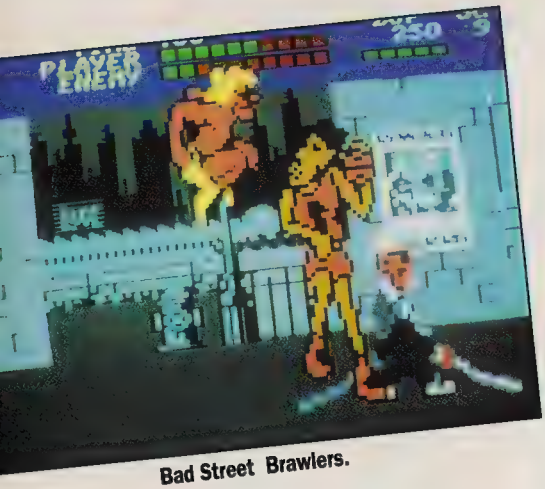


Bad Street Brawlers.

You start out with a few moves (spinning kick, head butt, and punch), but each time you move up a level, you acquire different moves. Sometimes you can twist an opponent's ears, or twirl him around, or smash him with your chest. You'll never know till you try.

You only get five lives in BSB and no pause, and with 10 levels to wade through, you've got a long way to go without a break. Control/X (undocumented) will exit you to DOS, and you can turn off the unpleasant sound.

This game is a real challenge–again, you'll need precise joystick control to keep the Brawler healthy for very long. But the good graphics, action, surprises, and wacky scenario make BSB lots of fun.

Mindscape's Bad Street Brawler (CGA, EGA, Tandy, 256K, $29.95). It comes on one copy-protected 5 1/4-inch disk.

The Aftermath

So how do these beat'em ups stack up against each other? I've had the most fun with Double Dragon, and rate it high for action and playability. Street Fighting Man is for those who want action but don't want to spend time learning strategy and joystick control.

For those who do like a real challenge, Renegade or Operation: Cleanstreets will keep you busy testing your reflexes in some rugged situations. And for a challenge with a zany twist, put on your shades and spandex tights for Bad Street Brawler.

Bad Dudes is my least favorite. Its bad guys are as tough as any to beat, and the game is fun, but it's just got too many inconveniences to recommend it over the others.

You know, I fall kind of into the 98 pound weakling class myself, and even after doing pretty well in these six beat'em up games, I still get nervous when I see two or three mean-looking guys with bats coming after me. You'd think I'd be used to that by now. But maybe that's the appeal of this software. When those real bullies kick sand in our faces, we can go home and beat the tar out of them on our computer screens. That's better than nothing, eh? ■

The Serene Path to Bashing or... A Dojo with a View

By Rusel DeMaria

For a moment, leave the bloody noses and broken teeth behind and enter the world of civilized violence. Sound like a paradox? Follow the path to self-realization and enter the dojo of Budokan, Electronic Arts' newest fighting game.

First, for sheer graphic spendor, you'll find Budokan hard to beat. As you enter the practice rooms to brush up on your karate, nunchaku, bo staff, or kendo moves you'll be tempted to sit back and marvel at the beautiful and intricate scenery surrounding you. However, you'll have to get down to business, or you won't learn your lessons.

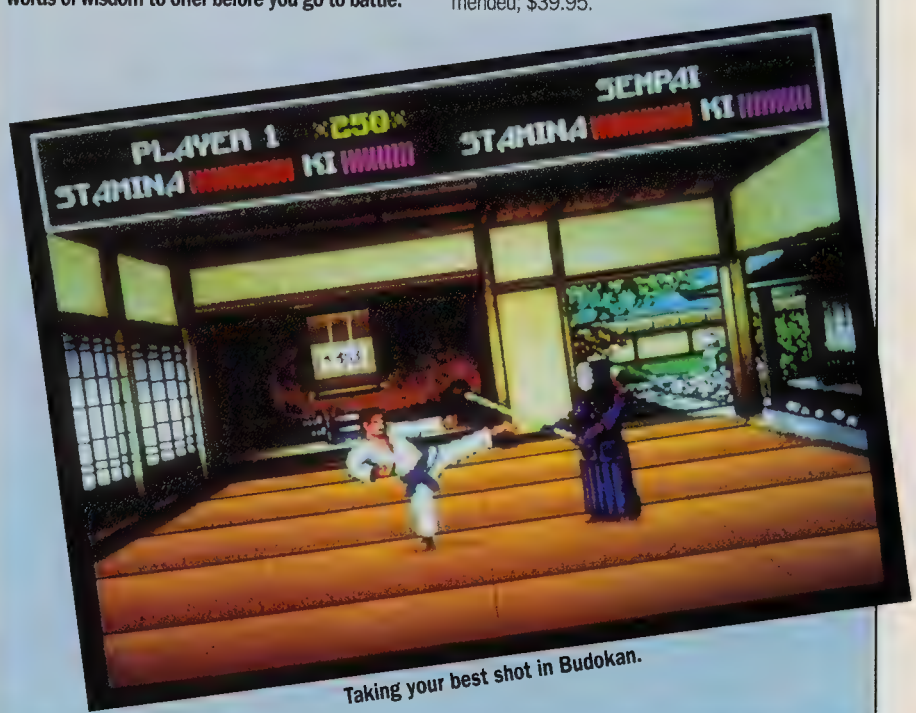
Once you've finished practicing (both alone or against a sparring partner), you can progress to the sparring area where you can engage in preliminary combat using each of your skills. This area is just a prelude, however, to the final competition. On the way to the Budokan arena, stop off and talk to the Sensei (teacher) who usually has some words of wisdom to offer before you go to battle.

At the Budokan itself, you must fight a series of opponents. Don't get too sure of yourself in the early rounds as you experience the Thrill of Winning. As the competition progresses, you'll meet up with harder and harder tests and weapons you've never seen. In fact, part of the skill of this game is to choose the right weapon or skill to take with you. After all, how can you defeat a ninja who throws shirukens and can magically disappear at will? You'll need more than strength to defeat your enemies–you'll have to learn to master your ki.

Budokan represents one of the highest achievements in graphic beauty if played in MCGA or VGA modes. Moreover, you can use about 30 different moves using combinations of joystick movements (more than the usual 16 possibilities available with most games).

So come out bowing and don't worry about Charles Atlas or the bully kicking sand in your face. They're the last of your worries here. Decapitation by a naginata-wielding lady samurai–now that's something to worry about!

Budokan Electronic Arts; MCGA, VGA, EGA recommended; $39.95.



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As a matter of fact, so much is happening so fast in Carrier Command that it's really two games in one. Strategy + Action. And you can choose which aspect of the game you want to emphasize each time you play.

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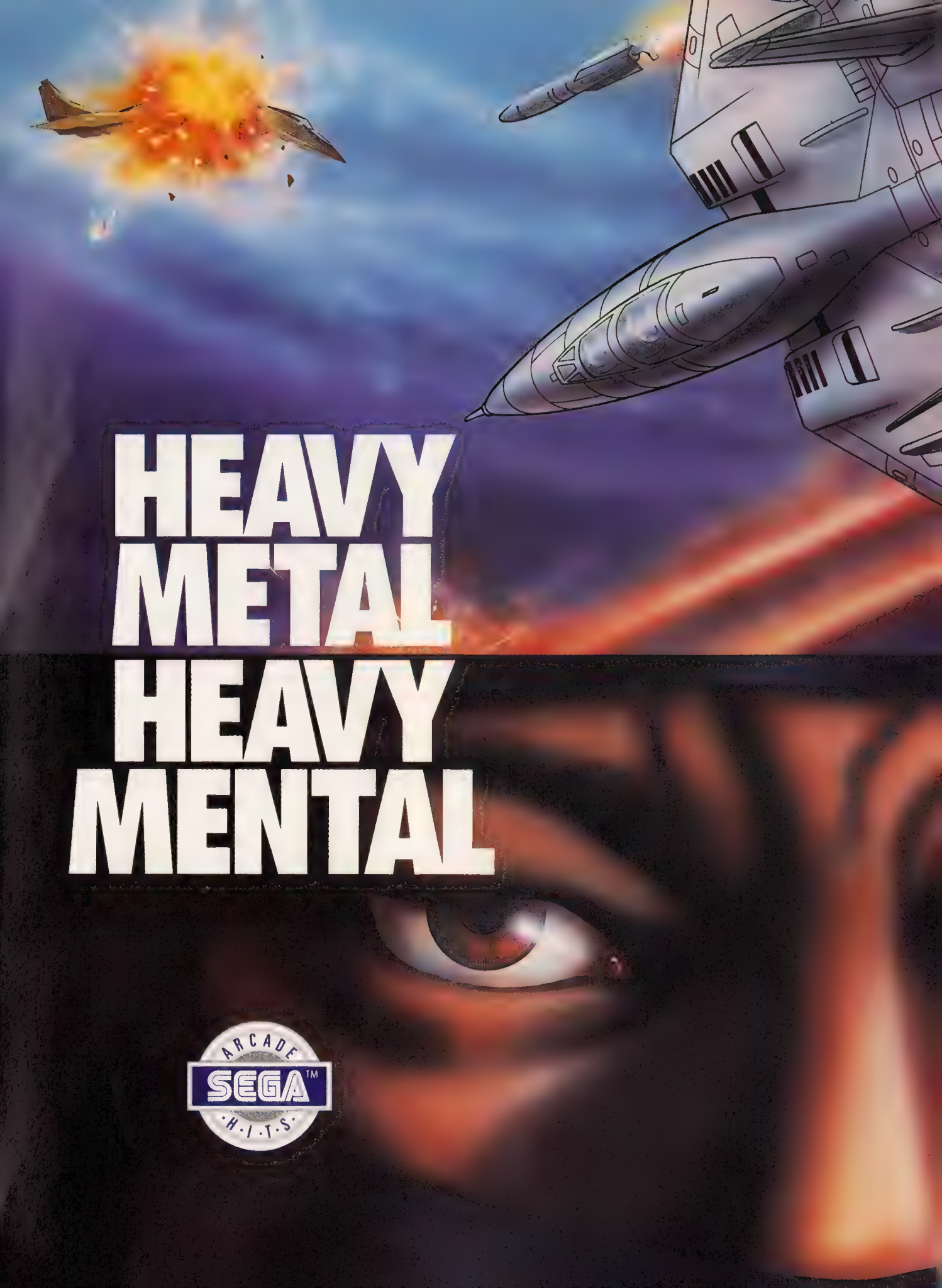
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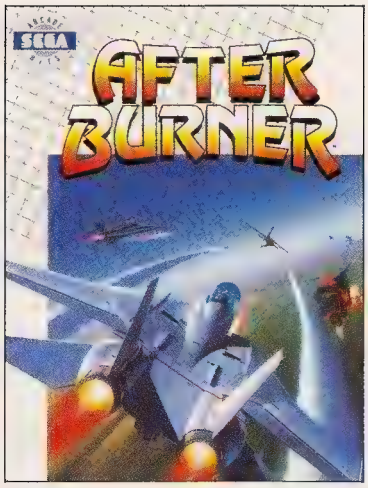

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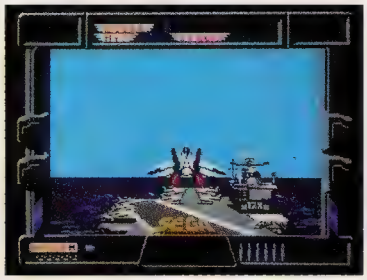
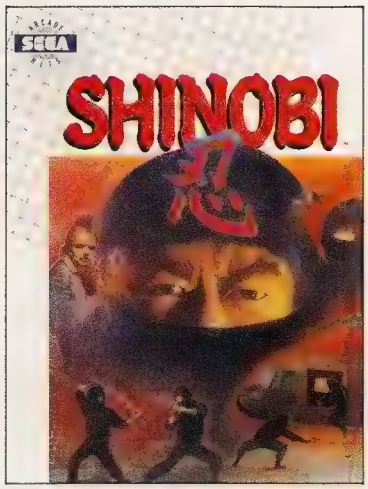
Ok, jet jockey. Show us your true colors. Are you an ace, the top card in the deck?



SHINOBI



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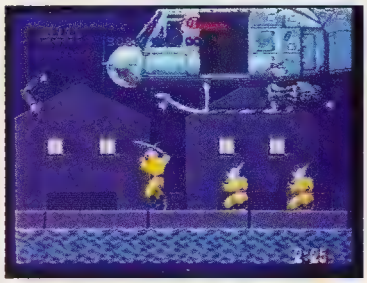

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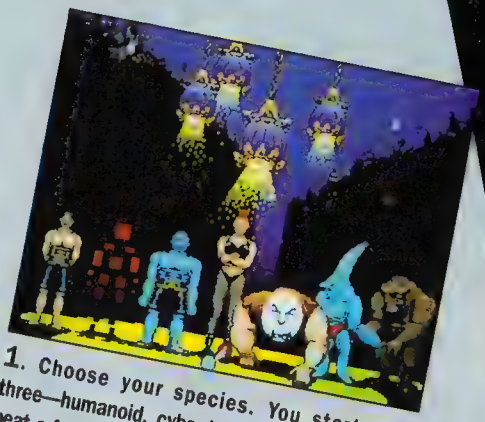
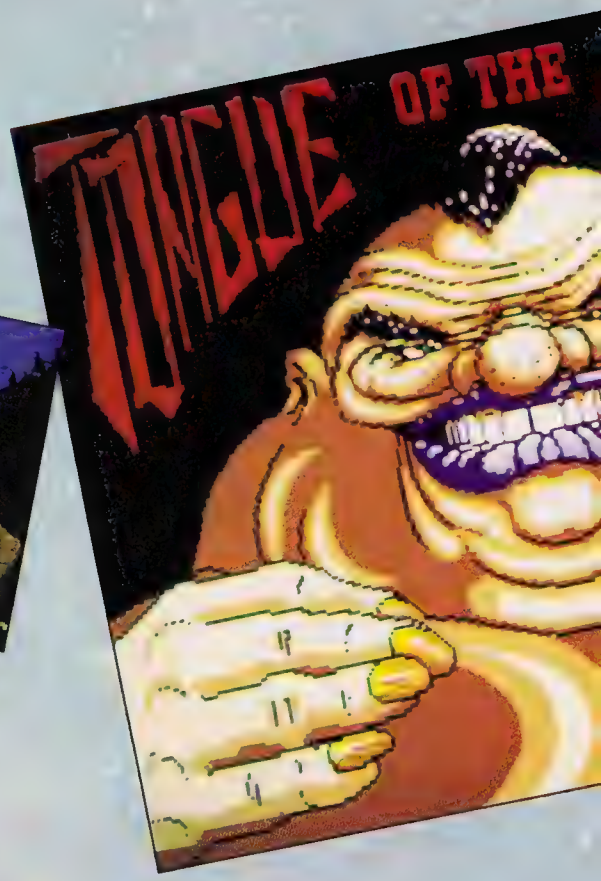
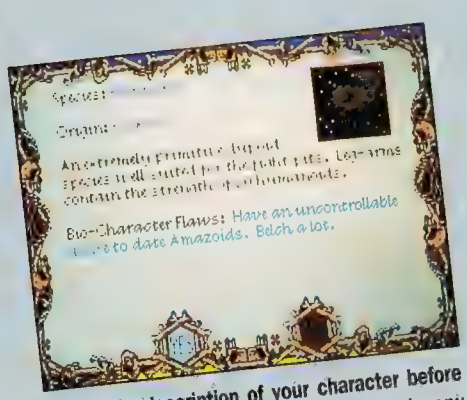
THERE'S NO PLACE LIKE MONDU'S

Welcome to the Fat Palace (I mean the Fight Palace)—home of Mondu the Fat. Are your ready to battle the weirdest intergalactic gladiators this side of Orion? Now's your chance to earn your place in Fight Palace history.



1. Choose your species. You start with three—humanoid, cyberdroid, or cryoplast—but beat a few opponents in the arena and you'll get more choices. In this screen, you've selected Stump, the Bulgar champ . Each character has a special move. Stump's is a "spitter."



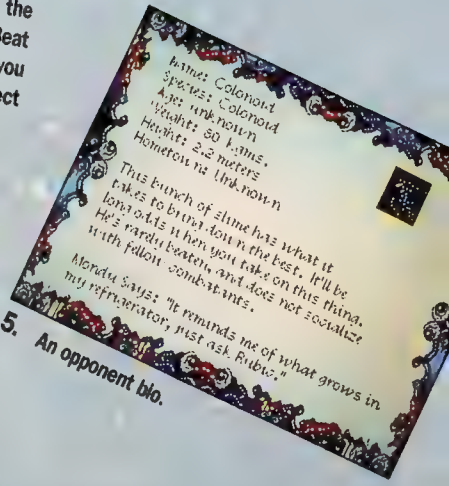


2. See a description of your character before deciding Yes or No. Brief manual-based copy protection scheme follows the first time.

4. Finally, you arrive at the wager screen. Predict the time it takes to win and watch the odds change. Bet whatever you can afford. Beat your opponent quickly for big payoffs. Before you begin to fight, buy special weapons and inspect your opponent's biography.

Well, what have we here? The Fat Man must be losing it. You don't look ready to even enter the pit. I, Zorko, have been training these animals for months. Prepare for some pain rookie.....

3. They don't seem to think much of you here.


Name: Colonoid
Species: Colonoid
Age: unknown
Weight: 50 kilos.
Height: 2.2 meters
Homeworld: Unknown
This bunch of slime has what it takes to brutal down the best. It'll be long odds when you take on this thing. He's rarely beaten, and does not socialize with fellow combatants.
Mondu says: "It reminds me of what grows in my refrigerator, just ask Rubic."

5. An opponent bio.

6. Purchase up to four weapons for each battle. Try the Hands of Sutmar for 10 seconds of deadly power, or use MultiMax, a 764th generation steroid to double the power of your special move. Some of the more powerful weapons are too expensive for novices.

7. Check the description and price of each weapon before you buy.

9. On to battle. Stump uses a Gnutar Glomens to pin his opponent who has used an invisibility vial called the Mask of Blindness. Use the joystick or keyboard to control Stump. You'll have to think fast, the action never stops.

8. Every day, a special weapon arrives. Today's is a Laugh Gun. Make 'em die laughing.

10. Slasher, the Rayzorian, is ranked #5. His knives serve many purposes. The bottom of the screen shows the four weapons for each fighter and the energy bars. The green bar shows the tide of battle, the red bar shows the power level, and the blue bar is your life line. No more blue and you're finished.

12. Slasher isn't unbeatable. Here, Stump has used his famous move, the hanging spitball, and his powerful foot to flat-line Slasher.

11. Slasher's special weapon is called the "MixMaster." Don't get sliced.

14. Pinning Rubic with a Gnutar Glomens might help.

15. Now you can stomp on Rubic. Watch out for his Expando Kick, though.

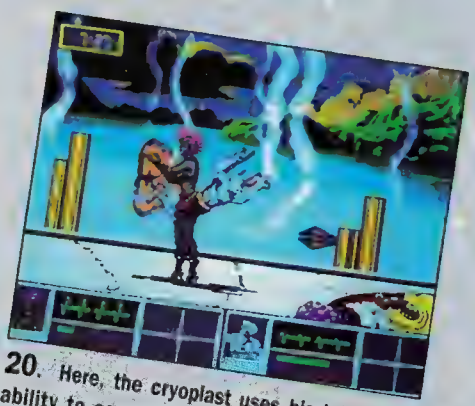
13. Ranked ninth, Rubic is an easy opponent. He's hard to see though—he has a tendency to blend into the background when he breaks up into cubes.

17. Watch out for Coloniod's special weapon, "The Blob."

18. Here he comes again! Better use one of your weapons.

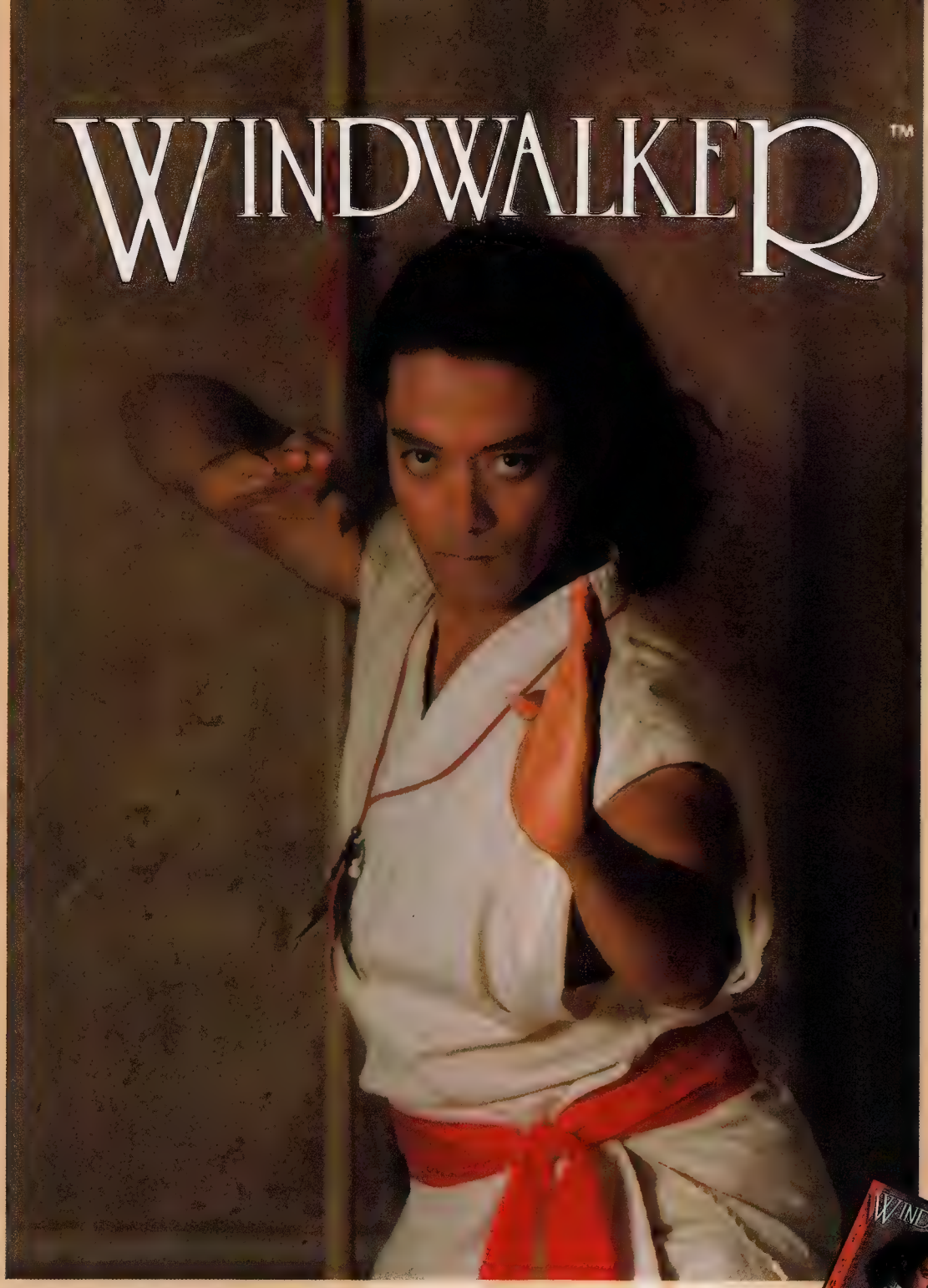
16. Colonoid is ranked #2. He changes shape like Rubic, but better.

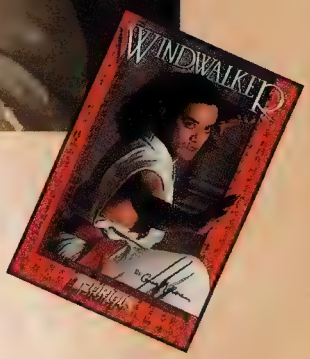
19. Edwina is known as the "First Lady of the fight palaces." Her famous "Mohawk" move can hit you fast and hard. The spectators seem to be pleased.



20. Here, the cryoplast uses his brief flying ability to escape trouble. The arena scrolls horizontally, but "cryo" wants to get behind Edwina.

WINDWALKER™





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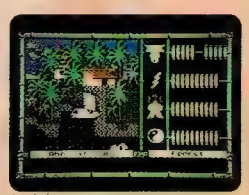

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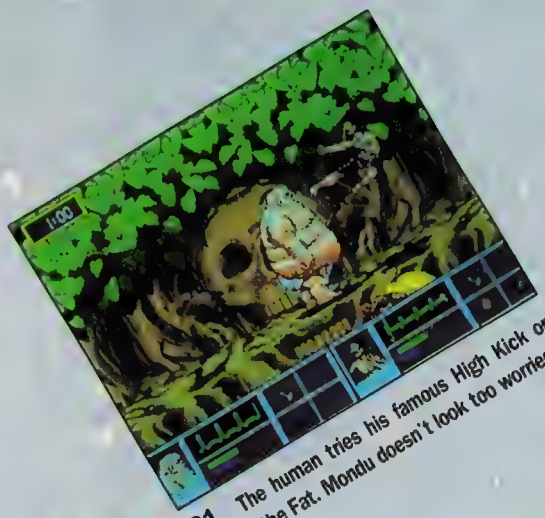
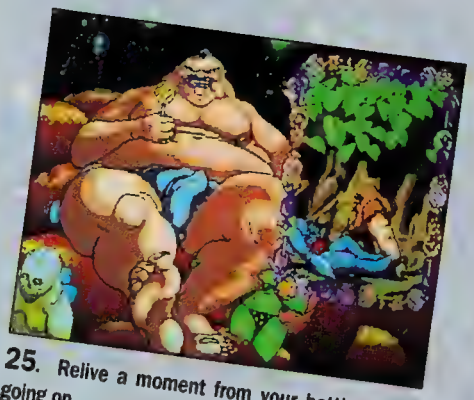


21. The human tries his famous High Kick on Mondu the Fat. Mondu doesn't look too worried.

22. The "Tongue Lash" should just about finish the human, who is out of power and almost lifeless.

24. Sometimes, you'll even win!



25. Relive a moment from your battle before going on.

23. You can't always win. You don't always lose, either.

26. However, when you are defeated in a battle, your view is less inspiring.

27. Politeness isn't encouraged at the Fight Palace.

28. This is what they do with losers!

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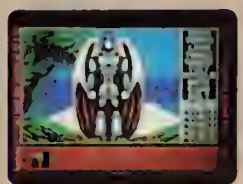

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LEISURE GAMES- THE FRIENDLY ADDICTION

By Rusel DeMaria

The roof fell in at work again today. Everyone was in a bad mood and you don't want to think about anything for at least 15 minutes. Nothing. Nada. Zero. Leave me alone. Or...You're just at a point where you could use a short diversion. You don't really have the time to devote to Cosmic-Ultra-Mega-Monster-AdventureActionRPG-Wonderama. What you need is a quick hit of Tetris or Shanghai. Maybe Arkanoid.

If you're like most game players, you probably didn't know what to make of games like Tetris and Shanghai until you played them...and played them...and so on. Now you know. Simple games are addictive. They hook you and reel you in. And you're probably wondering what other games are sending out bait these days...

The whole concept of "desktop entertainment" products covers a lot of ground, but the ground rules are simple:

- They must be easy to get into and hard to get out of.
- You must be able to play a single game in only a few minutes (though who really plays only one game of Tetris?).

A lot of new games fit these criteria. They aren't all the same. For instance, something like Ishido is a serene, thoughtful game like Shanghai, where Pipe Dream requires fast decision making like Tetris. Then there's Block Out (a 3D Tetris knock-off), and the heir apparent to Tetris, Welltris, both of which add new dimensions to the original Soviet concept.

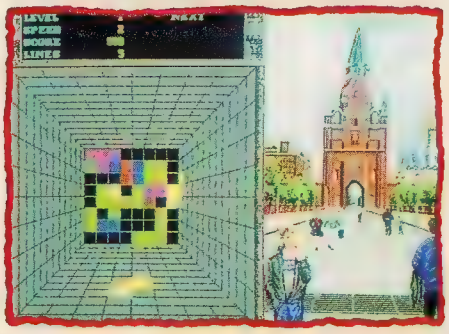
For action lovers, there are the arcade-type games: Arkanoid II: The Revenge of Doh, a very worthwhile sequel, and Beyond the Black Hole–a 3D Pong variant. For the more traditional-minded, how about a quick game of cards with Gin King/Cribbage King or Hoyle's Book of Games? For pure fantasy at your own pace, try The Manhole, the hit HyperCard game colorized for the PC.

To help you assess how dangerous these games can be, I've dreamed up a new rating (don't you just love ratings?). It's called the Addictive Quotient or AQ. The higher the AQ of a game, the more you'll have to watch yourself when you sit down to play it. "Just one more game, dear. I promise. Then I'll come and pull your hand out of that light socket. I promise... Dear...?"

Welltris AQ: 95

The success of Tetris (everyone knows about Tetris, right?) has spawned a continuous supply of imitators, knock-offs, rip-offs, and even a few improvements. Tetris is found in just about every major computer and video game system, and its simplicity and addictive qualities make it a model for the perfect leisure game.

The developer of Tetris, Alexey Pajitnov, has created the heir apparent to Tetris. It's called Welltris, and it is sort of a Tetris times four.



Down the well...

The object of Welltris is to guide a series of two-dimensional shapes as they move steadily down the four walls of a well, dropping them to the bottom where they slide to the opposite side or until they hit another shape previously dropped there. In many ways, this is like playing Tetris on four walls. You move shapes from wall to wall, dropping them whenever you have them lined up and rotated to your liking. The object is to fit the shapes together to form solid lines, or, even better, blocks of lines. Once a line or a group of lines is completed, it disappears, leaving more room at the bottom.

As in Tetris, the shapes that appear continue to drop, so you must work quickly to figure out the best place and orientation for the shape. Once the shape reaches the bottom, you can only rotate it. Once it hits another shape, or the far wall, it stops.

Perhaps the most interesting new wrinkle in Welltris is that you can position shapes in the corners. If you drop a shape when it straddles a corner, it separates into two smaller shapes, each one sliding down its own wall. However, as soon as one of the shapes hits an obstacle, both shapes stop sliding, so careful planning is needed if you want to use corner maneuvers.

If you drop a shape into the well, but the whole shape doesn't fit into the bottom, then that wall becomes "locked" for three turns. Shapes stuck on the walls slide down as you complete lines on the bottom and make more space. If all four walls become locked, the game ends. Also, if any wall becomes full of shapes (to the top of the well), that ends the game as well.

The basic game is pretty challenging, using only shapes made up of two, three, or four squares. However, if you want still more challenge, Level 2 uses shapes made of four squares only while Level 3 uses shapes of all sizes up to five squares! Other options include different keyboard setups, sound on/off, saving games, and a preview mode that lets you see the next piece to appear. You can also set the speed of the game from 1 to 5.

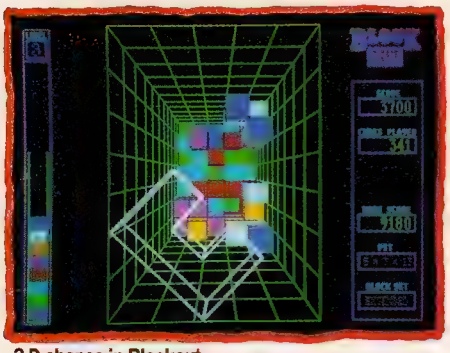
Copy protection requires you to identify various Soviet flags printed in the manual.

Welltris adds new elements of strategy to the Tetris concept. I think most Tetris fans will welcome the new challenge. I don't know if Welltris will meet the same universal acceptance as Tetris did. It is harder conceptually, and may not appeal to every player. However, I'm sure it will have plenty of fans.

Spectrum Holobyte $29.95.

Blockout AQ: 90

Some themes seem to lend themselves to new approaches and improvements. For instance, in this article, there are variations of Pong, one of the original computer games, and Break Out, another archetype. However, Beyond the Black Hole adds a new wrinkle to Pong, and Arkanoid II certainly takes Break Out to new levels.



3-D shapes in Blockout.

So, too, Welltris extends the Tetris metaphor. However, California Dreams has come up with Blockout, a Tetris-like game that has its own flavor and originality. Though the inspiration for the game is credited to the Soma Cube, based on the work of the Danish writer and mathematician, Piet Hein, there is more than a little of Tetris here as well.

The difference is that you play Blockout with three dimensional shapes. Visually (and I assume this is pure coincidence), Block Out resembles Welltris since both games are played from a top-down view with a 3D grid drawn on the play field. However, in Welltris the shapes slide down the edges of the pit while in Blockout, they fall down the middle as 3D wire-frame images. You rotate the wire-frame shape to make it fall into the pit. The object is to fill a complete "floor" of the pit, at which point it disappears. In fact, the basic play of this game is almost exactly like the original Tetris, but using 3D shapes and a top-down perspective. The same sorts of keys are pressed, the same sorts of decisions are made.

That said, I must add that there are three different games, each using a different set of blocks. The Flat Fun game uses the easiest set while Out of Control uses pretty complex blocks that seem to have yet another corner or protrusion every time you rotate them. Therefore, Blockout is very challenging. You can even change the size of the pit, and working in a small, narrow pit is like the flying trapeze without a net.

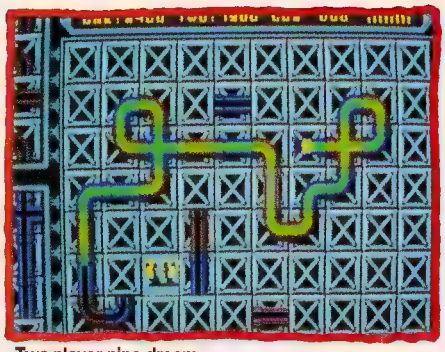
The controls for Blockout are easy to use, and the copy protection is painless (requiring you to identify the color on a section of one of the blocks printed in the manual). The challenge of visualizing 3D blocks and fitting them into the available spaces in the pit adds a new dimension to this type of game. All question of ownership or originality aside, Blockout provides fun and challenge in a well-designed package.

California Dreams $39.95.

Pipe Dream AQ: 99

Some professions get all the attention in games–police, space pilots...people like that. But sometimes the more prosaic people get the nod. Elsewhere in this issue, there's good old Roger Wilco, intergalactic janitor and hero of the Space Quest series. In Lucasfilm Games' newest desktop addiction game, Pipe Dream, you are a plumber!

The idea is that you must lay pipes of various shapes and configurations quickly, before the water flows through them. Like any good plumber, though, you don't just put pipes anywhere. This is a strategy

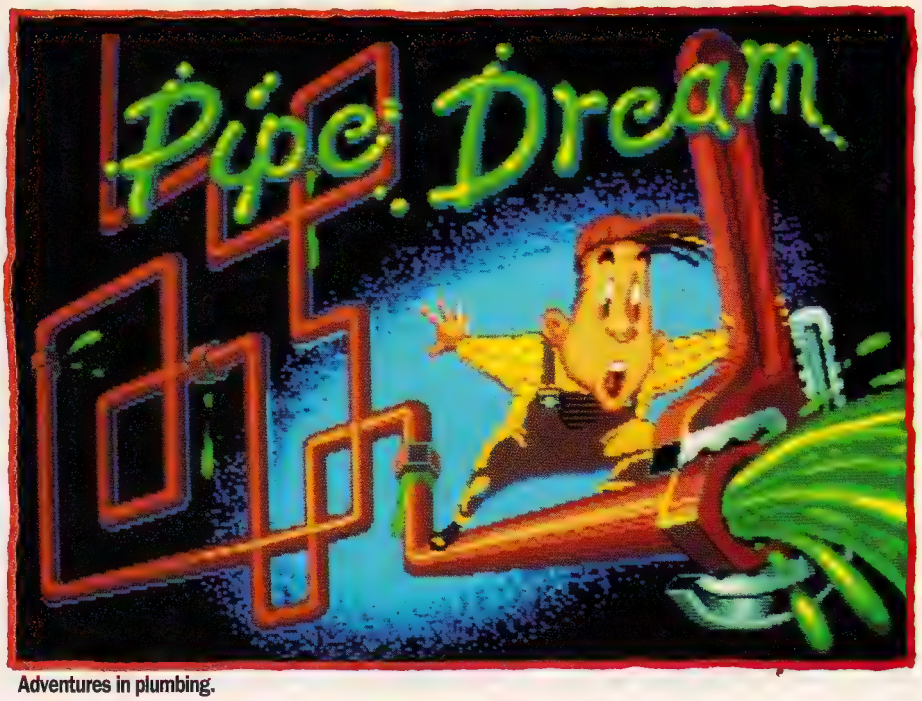


Two-player pipe dream.

game, and you have to think fast, think well, and think ahead. Score extra points for clever pipe-laying feats (making the water cross itself in a loop, for instance). Once you lay a certain amount of pipe, you're done until the next (harder) level.

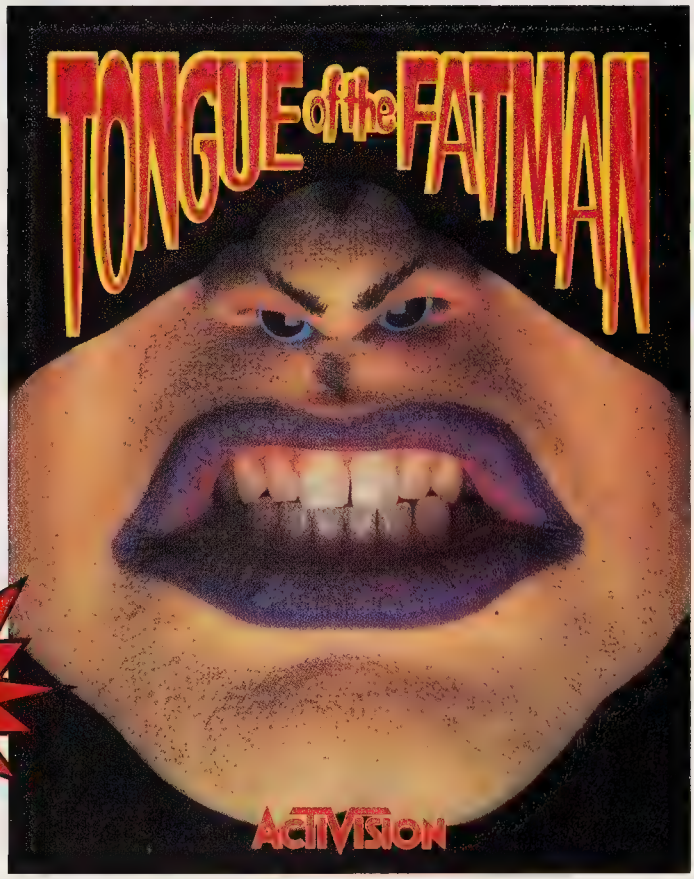
It doesn't sound too difficult, does it? Of course, you can't pick the pipe pieces to lay down. The computer does that. And you have to move quickly. At the higher levels, one-way pipes, black holes and other puzzling developments are designed to impede your progress as the water slowly fills your plumbing and Jaws-like music plays in the background.

Pipe Dream is an excellent solitaire game, but playing in the two-player mode adds some intriguing new dimensions and strategies. In this mode, both players place pipe separately, taking turns and trying to steal the running water from each other. You only score points when the water is



Adventures in plumbing.

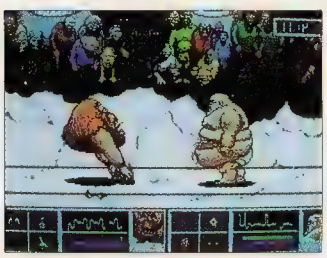
Welcome to the Fight Palace.



In Stereo Where Available— supports Roland MT-32, Adlib, Tandy DAC, and PC Speaker.

"Humans come apart so easily in the pit. Especially when you pull on their arms." **—Mondu the Fat**

Two creatures in a pit, strange moves, magical weapons, wild betting and your host, Mondu the Fat. Pick your lifeform, load up on bio-weapons, then punish or perish in the most outrageous game ever created—*Tongue of the Fatman.*



Pick Your Lifeform
Control and combat a variety of aliens, each with different moves and special animations. Ten beings to master.

Visit Dr. Kadaver
The *Multimax 764 Steroids* pumped you up. *Grasfur Slug Eggs* might slow the Cryoplast long enough to nail him.

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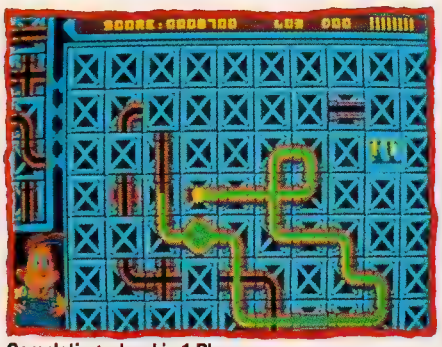
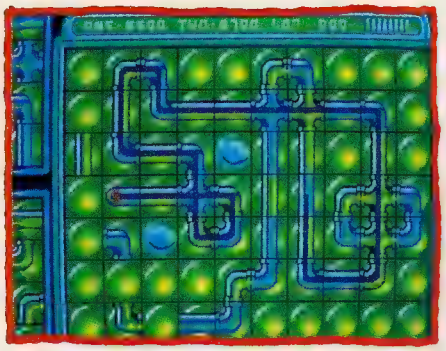


Completing a level in 1-Player.



Watch out for the fish.

running through your pipes. The action in this game is even more hot and heavy than it is in the solo version.

Either way you play this game, you're working under pressure. Pretty soon, you'll find yourself making snap decisions and maybe make a mistake and... Poof! The water spills. Maybe that's why plumbers don't come cheap.

Lucasfilm Games $39.95.

Arkanoid II AQ: 99

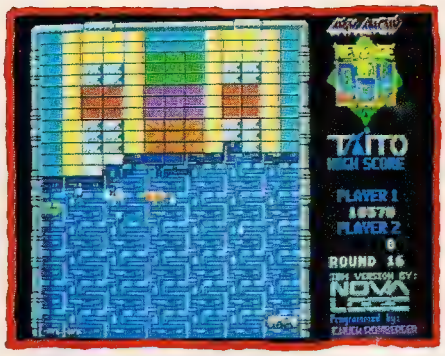
I've always enjoyed break out type games. I've played them on many computers and game systems. So it is with some pleasure that I tell you about Arkanoid II: The Revenge of Doh. If you liked the original Arkanoid, you'll love this one.

The first Arkanoid added a story to the break out scenario, and provided an enemy to beat at the end. In the sequel, Doh is back, and he brings with him a collection of the wickedest levels you've seen to date. However, he also brings some rewards.

The original Arkanoid was partly distinguished by the great variety of special "capsules" that you could capture after breaking certain bricks. I remember the "sticky" paddle, the large paddle, the laser gun paddle, and the three-ball-at-a-time game. I thought these innovations made the game lots of fun. Little did I know.

In Arkanoid II, you get all the aforementioned capsules and a whole lot more. For instance, there's the capsule that splits the ball, not into three balls, but into 12! Things really heat up when you have 12 balls going at once. However, I warn you. Don't be mesmerized by the sheer numbers. More than once I watched in awe as the balls ate up the bricks, only to watch them all fall past my paddle. All of them. You'd think, by sheer chance that I'd hit one of them back, but no...

Another favorite new capsule splits the ball into three. Big deal, you say. You already had that before. Yes, but this time it keeps splitting the ball. Every time you lose one, a new one appears, so that you always keep three balls going, even if you lose one or two. This effect lasts a while, but will end under various conditions.

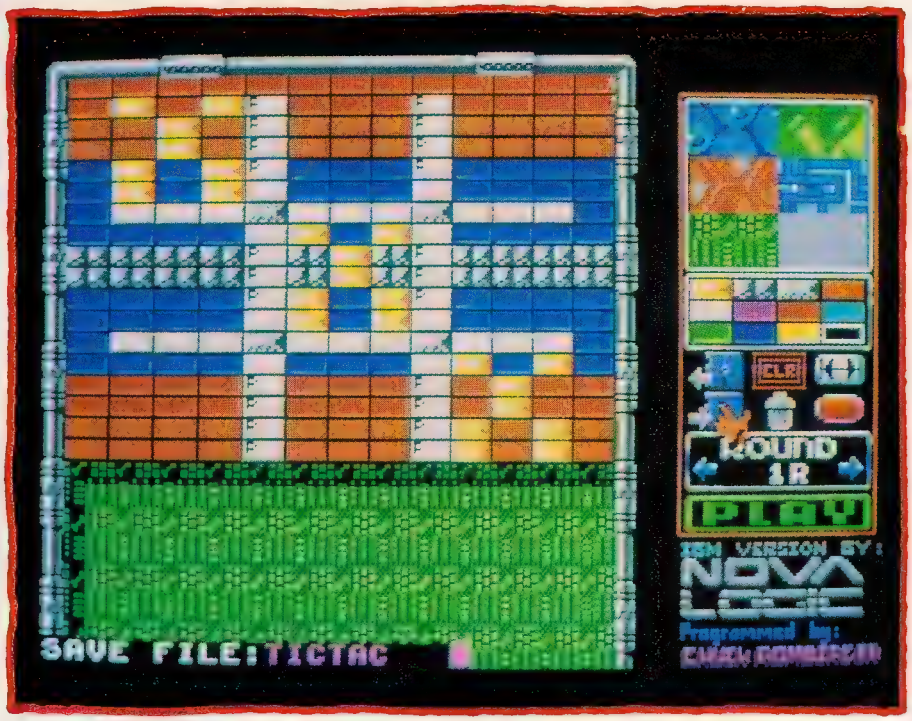


Catching capsules.

But the best kind of capsule of all is the one that makes black balls. These special balls will eat through any brick, even the ones that can't be broken by the ordinary ball. In fact, you can even get 12 black balls, in which case your tendency to sit back and watch the destruction increases.

There are 68 randomized levels in all, each of them plenty hard, but there are a few that can really burn up your lives. In one, large bouncing black balls come streaming from the top knocking your ball off course. The bouncing black balls quickly reach critical mass and become almost impenetrable. You want to get through the level quickly.

You work your way up to level 17, where you fight the first battle, then on to level 34 where you fight Doh himself. However, you'll have to be good to get that far.

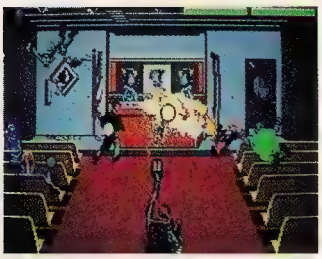


The Arkanoid level editor.

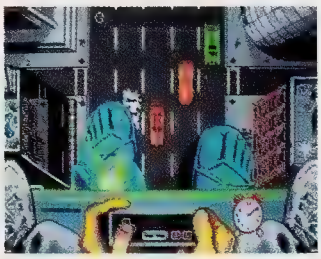
Arkanoid II-a stretchy paddle.

Bustin' Makes You Feel Good!

Who ya gonna call? The Ghostbusters—again.
Clear the courtroom of ghouls and get back in business. Bust your pals out of the insane asylum. Trap ghosts around New York City, then turn the slime to your side and march the Statue of Liberty across town to the Museum. If you've got the slimeblower, wasting the evil Vigo should be easy.



Get Ready to Believe Them.



Launch Miss Liberty on a rescue mission.

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If you think the levels that come with this game are either too easy or too hard. You have another choice. That's because Arkanoid II comes with its own level editor. Create your own sets of levels or modify the existing ones. One wimpy way to win the game is to modify all the regular levels so they become cakewalks, then work your way to Doh–but that's pretty feeble. Still, you can do whatever you want with each level, including practice playing it. The only exceptions are, you guessed it, levels 17 and 34.

The Arkanoid Editor is easy to use and to understand. You can erase bricks, add bricks of any color or kind, put in capsule-bearing bricks, etc. You can't affect the kind of enemy that floats around on any level. For instance, you can't get rid of the big bouncing black balls that I complained about earlier.

Arkanoid works best with a joystick or mouse, and has a very nice introductory music theme, especially if used with a sound card like the Ad Lib. Arkanoid II is the perfect leisure game. You can play it quickly and never tire of the fun. Also, if you just can't beat it legitimately, use the Editor to cheat (shame!). This has to be the king of break out games.

Taito Software $34.95 (37.95 w/ 5.25 and 3.5- inch formats).

Beyond the Black Hole AQ: 80

Though it looks marginally like Pong, Software Toolworks' Beyond the Black Hole is a much more devious one-player game. In this game, you bounce an energy orb from side to side. That's the easy part. The paddles on either side are synchronized, so you can orient them easily. However, in the middle of the playfield are targets. These targets vary in each of the 35 levels of the game, but the object is, naturally, to hit the targets before running out of energy (which you do pretty fast). The difficulty lies in the fact that the targets are not on the natural path of the orb, which tends to fly above or below them. When I say above or below, I mean in the Z-axis. In other words, closer to you or farther away.

Control the orb by hitting it with the paddles–an edge shot makes the orb go at an angle. Whenever you press the appropriate button (on keyboard, joystick, or mouse), the orb loops in space. If your timing is right, it will hit one of the targets as it moves toward or away from you.

Beyond the Black Hole is billed as a real 3D game, and, in fact, if you wear the enclosed polarized glasses (like the ones used in last year's Super Bowl), you'll see a 3D effect. However, for my part, I found the glasses a nuisance after the novelty wore off, and played the game just as effectively without them.

The puzzle quality of the game is its best feature. Once you get used to the weird way the orb flies and the timing necessary to control its direction and location, the game could devolve into something fairly mundane. It doesn't, though. Instead, each level presents a new puzzle, and a new set of conditions. For instance, in the second level, you see a set of pool balls. The object is to sink the balls, but if you hit the 8-ball, all the other balls reap-

Circle 32 on Reader Service card.

I Have Become Death
The Destroyer of Worlds

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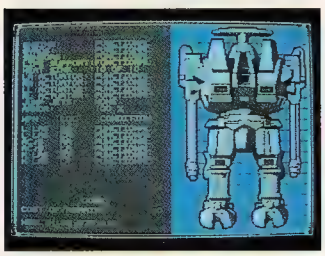
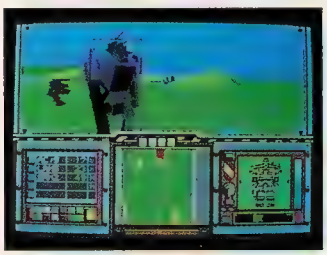


The Battletech™ universe comes alive in accurate detail.



1st person out-the-cockpit perspective with Heads-Up-Display.

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Circle 104 on Reader Service card.

pear. I can't tell you how many times I hit that 8-ball after almost clearing the level.

Another level features a chess game. Your task is to move the queen by passing the orb through the appropriate places and capturing the other pieces. Only legal chess moves are allowed. Then there's the thoroughly infuriating ballon level in which you try to hit balloons of the same color several times (inflating them with each hit) until they burst. If you hit a balloon of another color, all your inflated balloons lose their air and you have to start over. This one is a real challenge.

You don't have to start from scratch, fortunately. Save your level and shorting energy when you succeed on a level. Each save erases the previous one. Sometimes, you can release a special star which chases your orb. If you successfully avoid the star for a while, it turns into a second orb, making your job even more challenging, though with additional opportunities.

One useful technique is to keep the orb in the target area by repeatedly pressing the button and making it loop. It won't reach the paddles on the edges if you do that, and you can often time it so that the orb hits several targets in a row.

Beyond the Black Hole may not become a classic (as some of the games mentioned in this article are destined to be), but it is a game that provides real challenge, and plenty of diversion. It's easy to become frustrated on a level one day, then return to it another day and complete it in record time.

Software Toolworks $49.95.

The Manhole AQ: 88

The Manhole isn't really a game. It's an experience. It's something like falling down the rabbit hole and finding Wonderland in your PC. The finely drawn graphics from the original Macintosh Hypercard game have been redrawn and colored for the PC.

The Manhole appeals to young children (even as young as 2 years old) because there is nothing you can do wrong. You can "click" on almost every object and almost every part of the screen and something will happen. You may move to another place, or you may set in motion a

The Manhole–he is the walrus.

sequence of animated events. It is this variety and the element of surprise that most set this product apart from any other game. It isn't really an adventure in the sense that most people think. There are no real puzzles, no real goals. There is simply the enjoyment of seeing what happens in a bizarre world where animals talk, dragons fly, and time and space seem to have shed their inhibitions.

There is a sort of convoluted logic to this game. For instance, dive deep into the sea to visit a wrecked ship. On the ship, if you open a roll-top desk, a school of fish will swim away in a cloud of bubbles. The animation is a large part of this game, since quite often a simple act produces a lot of motion, as in this case.

The Manhole does things that make sense, if you let your imagination run freely. For instance, clicking on a picture of a mountain on the wall takes you to the mountain. Other actions open a door in the picture that leads to another part of the game, or you may set off a volcanic eruption. If you figure out how, you can meet Osmo, a space farer who is the protagonist of the next game, Cosmic Osmo (currently available on the Mac.)

Play The Manhole with the keyboard, joystick, or mouse; however the mouse is the most satisfying method.

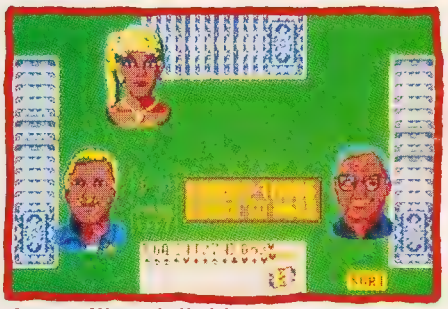
If there is a drawback to this game, it is that you can fairly quickly explore its every nook and cranny. You'll probably miss quite a few of the hidden features of the game the first time or two you play, but soon enough, you'll have tried everything and experienced all the surprises. At that time, you'll go back looking, just one more time, to see what the programmers have hidden. Next, you'll invite your friends and family to explore the game, sharing the enjoyment with others. Finally, you'll settle back to wait for Activision Entertainment to release Cosmic Osmo for the PC.

Activision Entertainment $49.95.

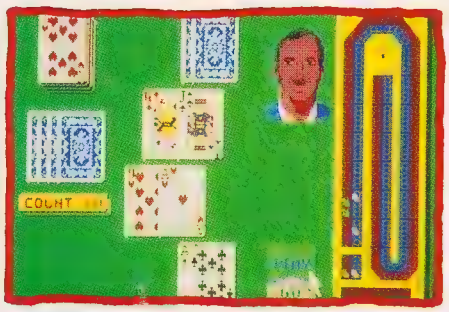
Doin' the PC Shuffle–Cards

Everyone likes a good game of cards. However, solitaire isn't always the most stimulating game, and you can't always find a good partner to play against. That's where Gin King/Cribbage King and Hoyle's Book of Games come in.

Hoyle's Book of Games ($34.95) is a fine collection of card games brought to you by Sierra OnLine. The current product is labeled "Volume One," so, in theory at least, there is another product coming. However, Volume One has a variety of old



A game of Hearts in Hoyle's.

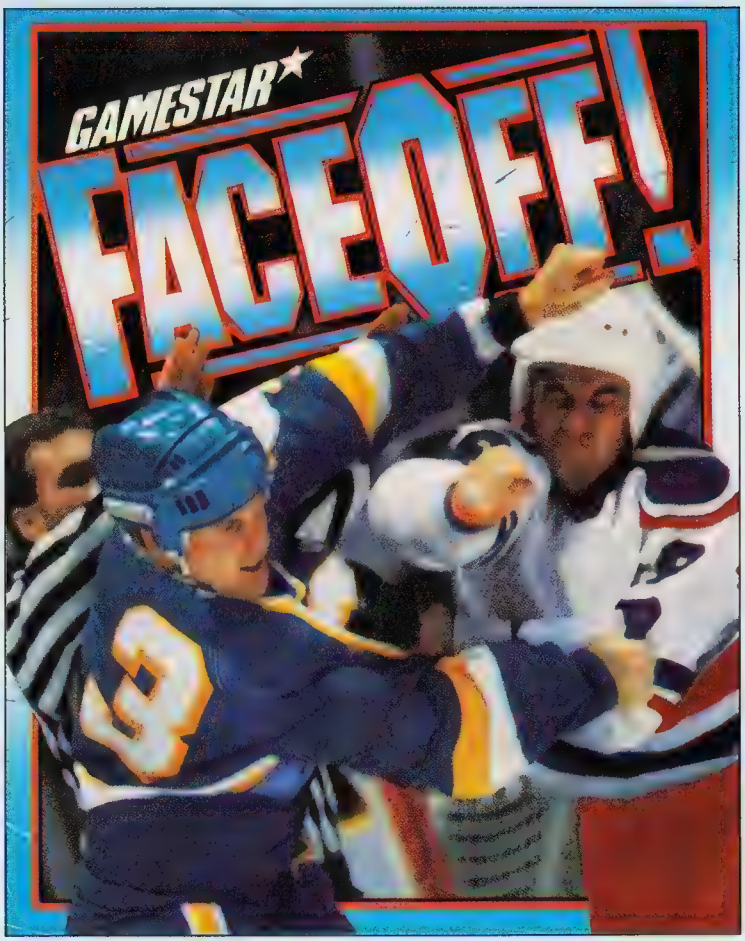


Hoyle's Cribbage.

favorites including Cribbage, Crazy 8's, Gin Rummy, Hearts, Klondike Solitaire, and Old Maid.

This is truly family entertainment. Pick from among 18 different computer controlled personalities to be your opponents. They range from novice players (like computer representations of the programmer's children and even his dog) to fairly believable characters. For instance, there's old Sol Silverman who could have jumped right out of any Woody Allen movie, or there's Diane who calls everyone "Sugar." If you're in the mood for some silliness, play against famous Sierra characters like the original Leisure Suit Larry, King Graham (from King's Quest) or even Roger

"I Went to the Fights and a Hockey Game Broke Out."



Hockey is war on ice. Players travel over 30 miles an hour, the puck over 100. *FaceOff!* captures the beauty and brutality of hockey. When you see it, you'll understand why GAMESTAR—the leading sports software publisher—waited to do it right.

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Playing Old Maid with King Graham and friends.

Wilco, the hero of the Space Quest series. In any event, the only thing that matters is the opponent's playing level.

This program is full of cute touches. For one thing, each character in the game is represented by an animated face. These faces are well drawn and convey a distinct personality for each player. One of the strangest features of this game is the conversation mode. Unless you turn it off from the menus, characters will talk among themselves, especially in four player games like Old Maid and Hearts. If you take to long to make a move, they'll remind you that it's your turn–each speaking in character. Then, if you don't respond right away, they'll start a discussion of their lives. It's really pretty funny. They'll talk about books or movies that they like or tell anecdotes from their pasts. It's almost like having real people there, though they do repeat themselves more frequently than even the most boring friends.

Another cute touch occurs when you play Hearts. If you drop the Queen on someone, a strident chord sounds (through a music card if you have one) and the player who wins the trick will grimace or open his eyes wide in shock. This happens in other games as well, but it is funniest when the Queen drops in Hearts. In the Old Maid game, the cards contain simple animation, good for the younger players. And at the end of the game, the character that loses actually turns into an old maid.

There are some drawbacks to this game. For instance, in Hearts, if you have only one card in a suit, or you are on the last card of the game, the program should know what to discard, but it doesn't. It forces you to pick the play, even when it is forced. In contrast, it does recognize forced plays in Cribbage.

In all, Hoyle's Book of Games is an enjoyable collection of card games that guarantees you someone to play with. If you don't like some of the cuter touches, and you just want to play some cards, turn off the features and speed up the animation.

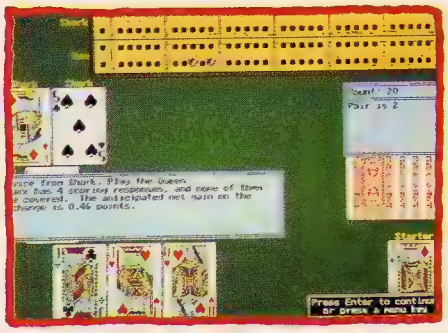
Gin King/Cribbage King ($59.95) is a new product from The Software Toolworks. As its name suggests, it contains both cribbage and gin games. Although the graphics in Hoyle's Book of Games are good, GK/CK features exceptional VGA graphics with highly detailed Bicycle cards (licensed from Bicycle) and cribbage board. Perhaps the other factor that sets this game apart is the quality of opposition and the quality of instruction.

Gin King.

GK/CK can play a mean game. In fact, if you play against some of the computer controlled characters, you're at a disadvantage–even if you are an experienced player. However, salvation is at hand. You can also choose any of the computer players to be your coach. Ask for advice at any time; you can even set the computer players against each other and watch their moves. If your goal is to improve your game of cribbage or gin, this is the game for you.

In addition to basic games, GK/CK allows a host of options. For instance, in the cribbage game, set two- or four-handed games, or even play the original 5-card version (a fast game that's also of historical interest). Other options include duplicate play, customized scenarios, and games to 61 or 121 points. Turn the Muggins option on or off (meaning that you can use any points that your opponent overlooks). There is even a Lightning Mode that shows an entire game without graphics (for computer controlled games only). If you have a printer attached, you can also print a whole game, or final statistics only.

Each of the seven computer personalities has its own tendencies. For instance, Alfie is a random player who is easy to beat. However, Mrs. Bass is a tough opponent who knows the strategies of the game and



Cribbage King.

makes the best percentage plays. The toughest computer player is Shark, who calculates all the odds. He makes the best tutor if you want good advice during play. According to the documentation (which is excellent–containing history, rules, and strategies). Shark has the most advanced computer algorithm available for playing cribbage.

The gin portion of GK/CK contains the same basic options already mentioned. The computer players are the same, and

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their relative strengths are equivalent (Alfie being the patsy and Shark being the master). You can play according to standard gin rummy rules or using the Oklahoma rules (in which the first up card (the knock card) determines the maximum deadwood allowed when knocking among other details).

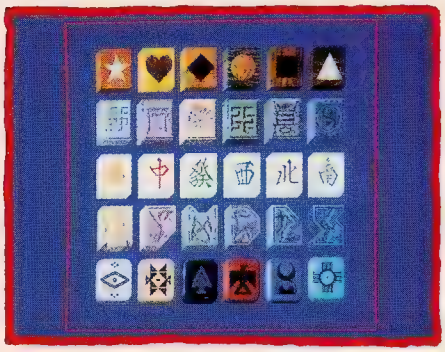
If your memory is lacking, or you get called away from the game and want to refresh your memory, you can select Show Cards to see what was discarded as well as what cards were picked up from the discard pile. You can also play in tournaments or duplicate gin.

Both Hoyle's and GK/CK are enjoyable games. Hoyle's is light hearted and casual, whereas GK/CK has a serious air about it. But then, many card players take their games pretty seriously, so that is appropriate. Both games make effective use of a mouse, but work well with the keyboard as well. By the way, Software Toolworks has just about the best hard disk installation program I've seen anywhere–and that includes productivity titles.

Ishido AQ: 99

I've saved my favorite for last. Ishido, is not a fast game. In fact it is downright leisurely. Ponder your moves as long as you want. It doesn't matter.

Ishido is also a simple game. The concept is that you have a pouch containing 36 pairs of stones, each of which has a symbol and a pattern. There are six different symbols and six different patterns. You can't see the stones in your pouch until you bring them out, one by one. Then you place them on the playing board which measures 12 squares by eight. You can only place a stone next to another if it matches either pattern or suit. You start each game with a stone in each corner and two stones in the middle of the board, leaving 66 stones in your pouch.



Macintosh II stone set.

Things begin to get complex when you try to place a stone directly in contact with two other stones. Then the pattern has to match one stone while the suit matches the other. The real crowning touch comes when you try to match a stone to four others. This is called a "four-way" and it is the most desireable move, but not one that comes easily. You may play a whole game without successfully setting up a four-way match.

There are two scoring methods in the game. One, the "ancient" method, simply requires that you empty your pouch. The "modern" scoring actually gives you a score for placing stones with bonuses for four-ways. You can play various ways, including tournaments and duplicate play (where someone can play the same pouch that you played previously). In addition, you can save games, or even save particular screens.

On color systems, the stones and playing boards are stunning. For graphics alone, this game scores high. However, it is also intriguing and fun to play. It reminds me of Shanghai, but employs an even more interesting strategy. A typical game might last ten minutes or more (depending on how long you think about each move), and I can almost predict that few people will be satisfied to play just one game.

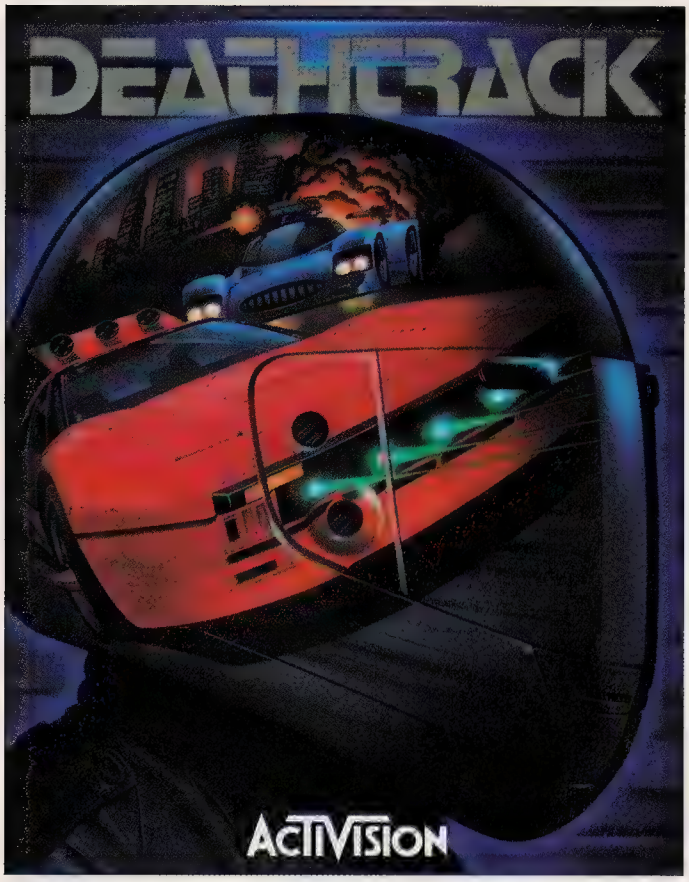
As wonderful as this game is on the surface, it definitely contains more than meets the eye. In addition to an editor for creating your own stone sets, it also contains a complete oracle based on the I Ching. Call the oracle at any time, and the answer is computed based on the positions of the stones on the board. The designer of the game assures me that the methods used to divine the oracle are completely in accordance with the ancient yarrow stalk methods used throughout history.

Games like Ishido (and Shanghai) are hard to describe. There isn't a lot of fierce action. There are lots of strange events to describe. It is the very simplicity of this game that makes it so powerful. Though Ishido sounds like an ancient Chinese game, it is, in fact, the brain child of developer Michael Feinberg. I think it is even more remarkable that it isn't an ancient game. It plays like something that could be around a long time.

(Ishido was developed by Epyx. Despite the changes at Epyx (see the News Section), Epyx sources tell us that Ishido will be released and distributed as planned.) ■

Ishido on the PC showing several four ways.

Everyone on the Road is Armed and Dangerous



Hurtling through the turn, you lock-on to the lead car and fire. In less than a second, your Falcon missile slams into the target and explodes in a ball of fire. You smile to yourself—he was a good assassin, but a lousy driver. Instantly, your radar detects a Terminator bearing down on your exhaust. You swerve, but it's too late. A small mistake ends another brief career on the *DEATHTRACK*—yours.

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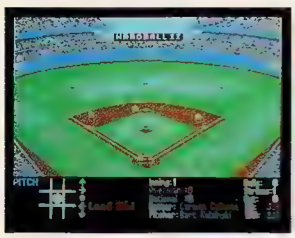
Circle 103 on Reader Service card.

Witness A Perfect Game

Fifty years from now, we'll be sitting on porches with our grandchildren, recounting the wondrous story. . .



"Yep. I saw it. I was there to play HardBall II."

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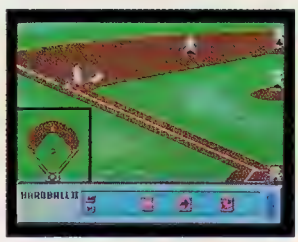
The original *HardBall!* stands as the best-selling computer baseball game of all-time. And true to its heritage, new *HardBall II* captures the essence of the national pastime. You can almost smell the fresh cut grass and oiled leather as the computerized boys of summer sprint across the diamond.

But *HardBall II* goes beyond the effortless gameplay and realism that made its namesake famous. *HardBall II* offers more. Much more.

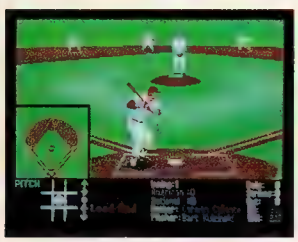
More frames of animation. So each diving catch and double play looks major league smooth.

More features. Like real baseball stats that are updated and stored from at-bat to at-bat and game-to-game. TV-like instant replays to help relive your greatest moments. League play,



where every win brings you closer to the pennant.

More options. Should you steal with two out? Attempt to pick the runner off at second? Get caught in a rundown? Shift the defense for a dead pull hitter? Real managers have options. So do you.



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Actual game screens from IBM PC EGA version of the game. Other versions may vary.

Circle 29 on Reader Service card.

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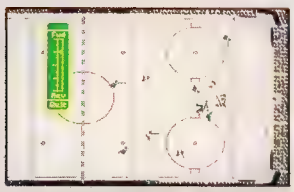
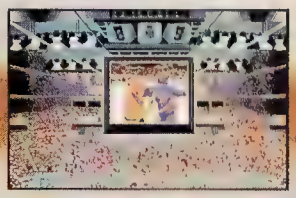


Variable speed instant replay



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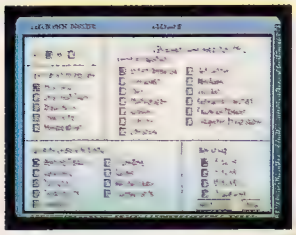
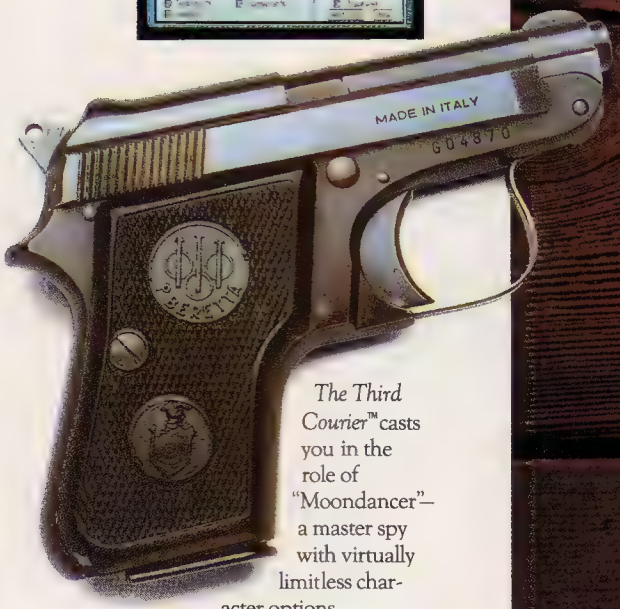
Circle 88 on Reader Service card.

Blood, Swe

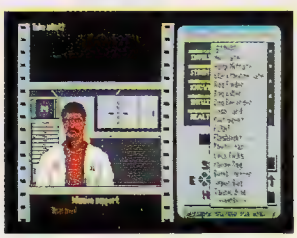
Enter the present. Tense.

Accolade has crafted two contemporary role playing games that are guaranteed to raise your heart rate and send shivers down your spine.



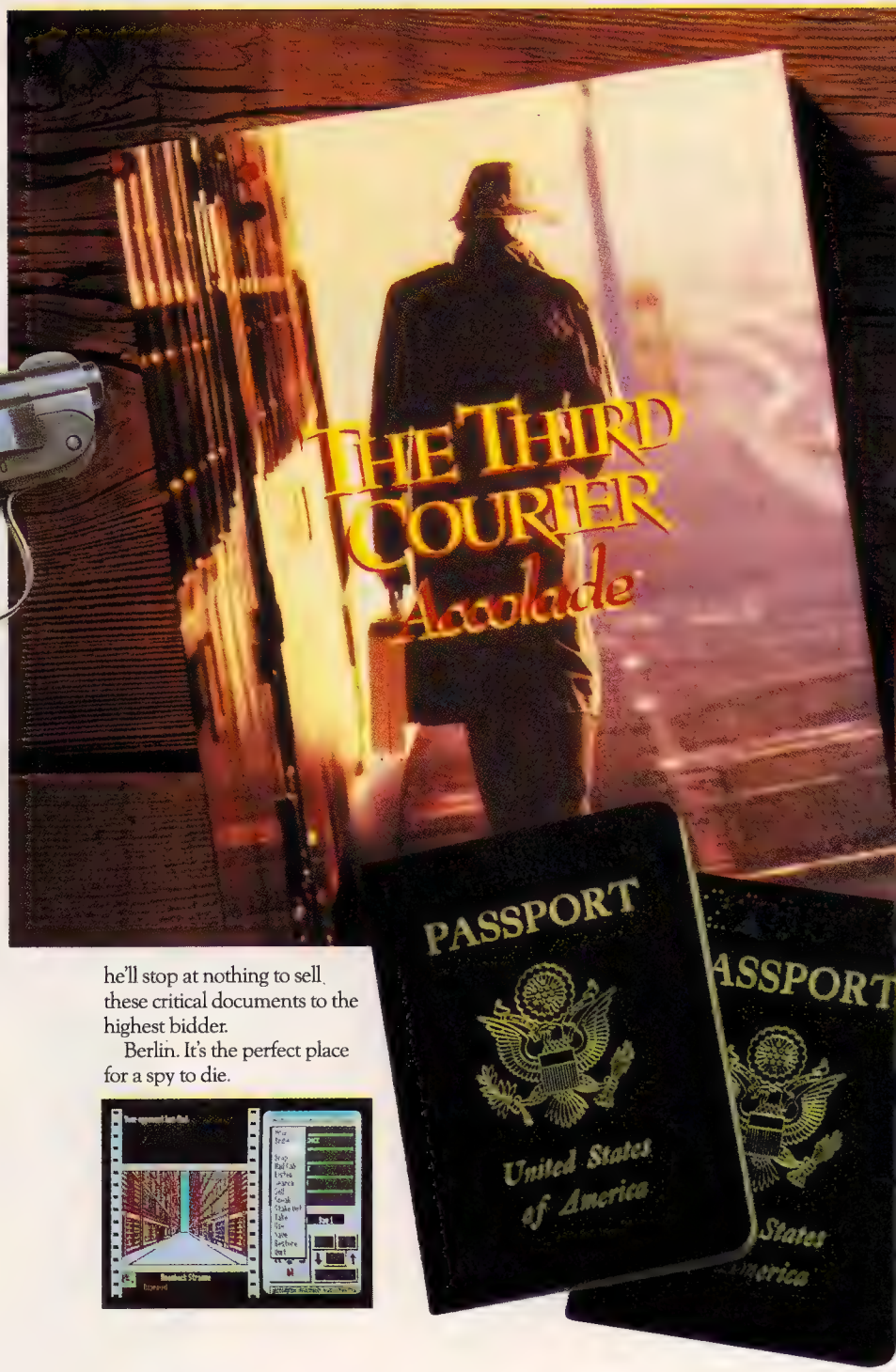


The Third Courier™ casts you in the role of "Moondancer"—a master spy with virtually limitless character options.



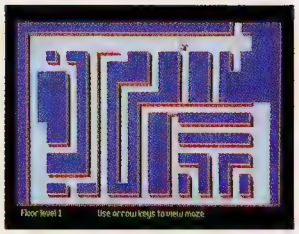
Your mission? Track down the Third Courier—a ruthless assassin hiding out in modern-day Berlin with hijacked NATO defense plans. He murdered two couriers to get them. Now he'll stop at nothing to sell these critical documents to the highest bidder.

Berlin. It's the perfect place for a spy to die.



Actual game screens from IBM PC EGA version of the game. Other versions may vary.

eat & Fears.



attempting to solve the mysteries of this enormous "fortress of fright." Now you, joined by an expert team of 16 polter-professionals, are destined to battle the 100 monsters that dwell inside the multi-level mansion.

Remember... don't go alone.

Or maybe you'd like to go some place scary? Really scary?

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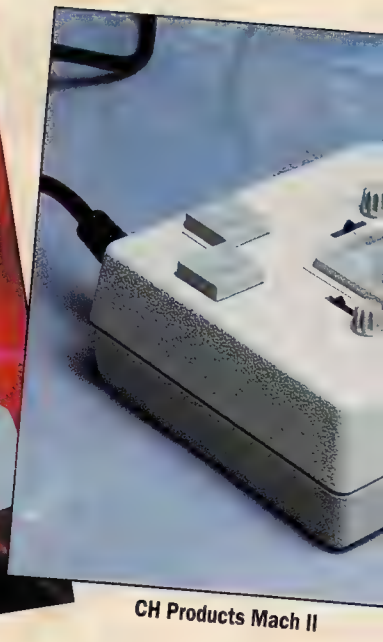
THE JOY OF JOYSTICKS

By Alan L. Zeichick with Rusel DeMaria

Joysticks aren't just for arcade games anymore: Flight simulators, adventure games, and even military simulations are easier to play with a joystick than without.

Beeshu Omega

CH Products FlightStick



CH Products Mach II

I've played lots of games without a joystick: Flight Simulator III, Falcon AT, Space-Quest, Silpheed, and even street-fighting challenges like Bad Street Brawler. And every time I've hooked up a joystick, the game instantly became more fun, more exciting–like a game should be.

However, like games and computers, not all joysticks are created equally. What are the main features to look for in a joystick?

- Compatibility–There are two basic joystick standards, analog and digital. IBM PC compatibles and Apple computers use analog joysticks, and that's the type you should shop for. Digital joysticks are used by other computer systems; unless they're specially designed, they won't work on an MS-DOS-based system.

Be sure that your joystick comes with a 13-pin plug for use with IBM joystick adapters. Some joysticks come with a 9-pin plug for use with Apple computers; that's fine, if they also come with an adapter and electrical switch to make them IBM compatible. (But let's not forget the exception that proves the rule: If you own one of Tandy's 1000-series computers, use a joystick with a special round 6-pin plug.)

- I'm left-handed, and so is about 10 percent of the American public. So, I look for joysticks on which the fire buttons can be worked with either hand.
- Speaking of buttons, all PC joysticks have at least two, called the primary and secondary fire controls. Some joysticks win points for having both left-handed and right-handed secondary buttons.
- If you're playing one of the more complex games, like many vehicle simulations, in which you need to press keys on your keyboard while manipulating the joystick, you want one that can be used with one hand. A bonus detail is the ability to switch which button is used as the primary control, and which for the secondary; depending on the game, you might want to have that choice.
- Look for easy-to-set calibration controls; these can range from slide switches to knobs.
- Look for joysticks that let you turn off the automatic centering on the left-right or forward-back directions.

MATTER OF TASTE

Some features fall into personal preferences. For instance, many joysticks have skinny vertical shafts that are meant to be gently pushed and pulled with three fingers of one hand. While some people here at PCGames prefer that type of joystick, I'd rather use those that let you wrap your hand completely around the handle.

Also, because I keep my computer's system unit on a table next to my desk, I like joysticks with long cords; I don't want a tug-of-war with my computer. A handy feature is some method of attaching the joystick base to a tabletop so it won't slide away; the Suncom Analog Plus has four suction cups for this purpose.

Then there's the feel. Such details as the strength of the auto-centering springs or the amount of movement in the stick can make a difference to how you like a stick. They'll all play the same games–electronically, they're all the same–but ask two people what's important in a joystick, and you'll get two different answers.

Other features to look for include quality construction, ergonomic design (which means that it'll be comfortable to hold and use for more than three minutes), and good value. We've recently acquired a group of hot joysticks; I've played them with some of my favorite games, and here's what I think.

CH PRODUCTS

FlightStick

The FlightStick is big, covering 39 square inches of desk space, and it has a big handle, with a thumb button on the top, and a small index-finger trigger on the front. The joystick comes with a 54-inch cable and a 15-pin plug.

I've enjoyed using the FlightStick: The control is smooth, the handle comfortable, the 54-inch cord adequate, and the auto-centering spring tension just right. The FlightStick is not only ambidextrous, it can be worked completely with one hand, and its base is heavy enough not to slide around too much on my desk.

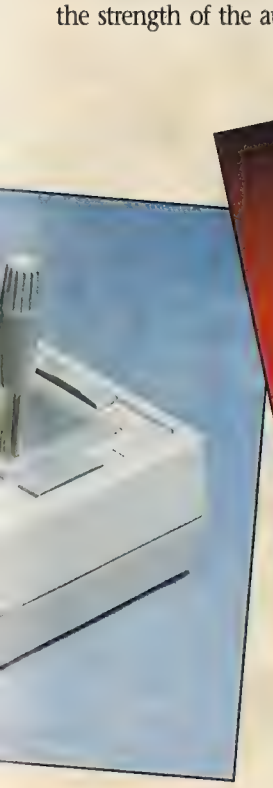
Alas, nothing's perfect. The joystick has a special control wheel, which behaves like the forward-back tilt of a second joystick. That feature's designed for use with dual-stick aircraft simulators: To be honest, I've never used it. Also, there's no way to turn off the auto-centering on the stick. The handle may also be a little large for small hands to grasp comfortably, and the top button's a little small. But despite its flaws, the FlightStick is great.

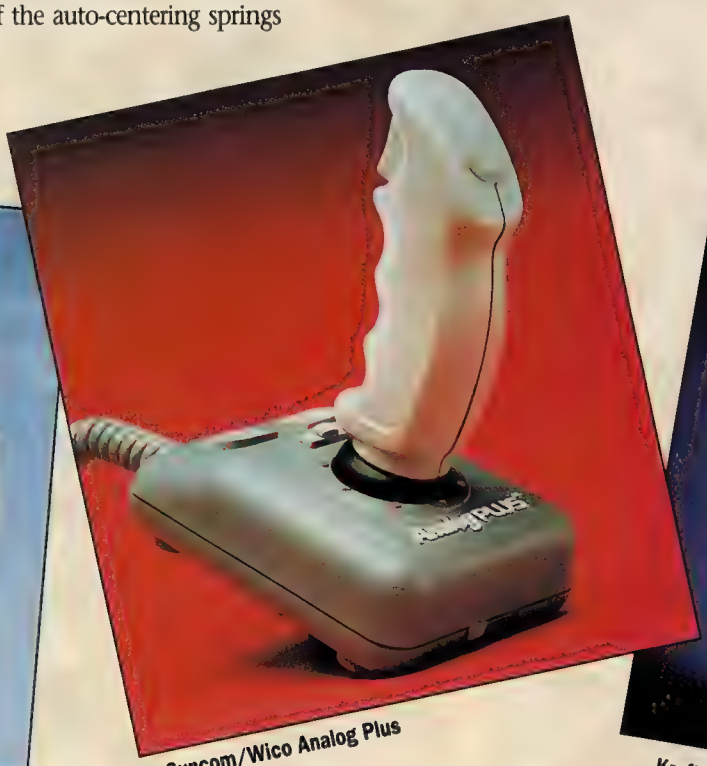
(Ed. Note: I had to add a personal observation. Not being an awfully competent pilot, I've always had my difficulties with advanced flight simulators. However, using the FlightStick, I have been able to fly (and land!!!) planes that I dug holes in the ground with using an ordinary joystick. I guess that's why it's called the FlightStick.)

FlightStick, $79.95.

With the exception of the FlightStick, all the CH Products joysticks feature the same 15 square inch base with rubber feet to hold it in place for one-hand operation. The base is a little more than an inch and a half thick, making it a little awkward to hold during long and intense session, but comfortable enough for the short haul. All models also come with adequate cord lengths–just under 5 feet.

All CH Models (other than the FlightStick) feature individual trim controls (for fine tuning the centering) and the Mach II and Mach III also feature slider switches to turn the spring on individually for each axis. The quality of construction is very good, and these sticks seem to last for a long time and take a lot of abuse.





Suncom/Wico Analog Plus

Kraft KC3

Mach I

The Mach I joystick is an adequate joystick, though I found the spring a little sluggish on one axis. The axis trim wheels are smooth, however, and the joystick performs well enough, though it isn't my favorite of the CH line. The Mach I has two buttons placed diagonally in the upper left corner. The primary button is very well placed for a right-handed player's thumb; however the secondary button is a little awkward to reach. The stick itself is relatively short and thin and requires a light touch.

Mach I, $28.95.

Mach I+

For some, the Mach I+ will represent an improvement. The only difference between the I+ and the I is that the primary button is placed atop a short handle with a bulbous ending. The secondary button is in the upper left corner, well positioned for the right-handed thumb. The stick is short and I found it a little awkward to manipulate the handle and press the button at the same time. People with smaller hands may prefer this arrangement.

Mach I+, $34.95.

Mach II

The Mach II turns out to be my favorite of the CH joysticks. Though the stick is short and thin, I found I could work it well enough. The two buttons are placed the same way they are on the Mach I, but I got used to reaching for the secondary button. I used this stick quite a bit, and found that it held up well. I did find that the centering springs seemed to get sloppy after a while, but simply resetting the slider switches for each axis tightened the stick up just like new.

Mach II, $39.95.

Mach III

The Mach III is just like the Mach II, but includes a slightly longer stick with a tapering handle and a primary button on the top. The advantage of the Mach III over the Mach I+ is that you can choose to use the ordinary primary button on the base or the one on the stick. In long games, when your hand begins to tire, this choice can be useful. In addition, since the stick itself is a little longer, it is easier to grip. However, I still preferred the Mach II over all.

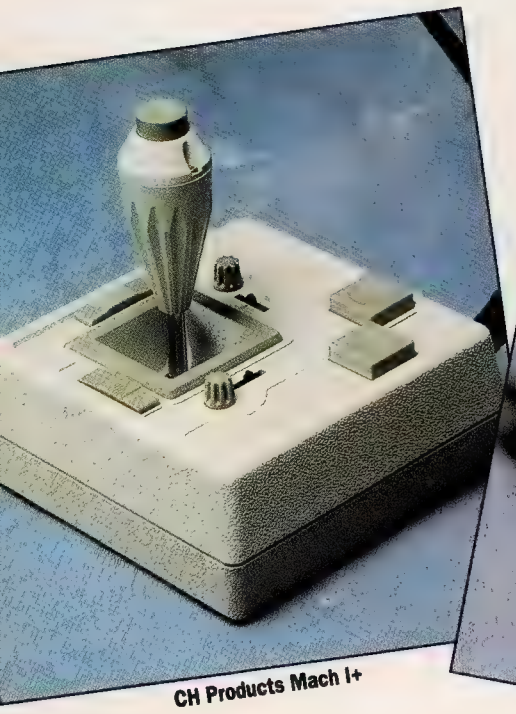
Mach III, $49.95.
CH Products, 1225 Stone Dr.,
San Marcos, CA 92069.

SUNCOM/WICO

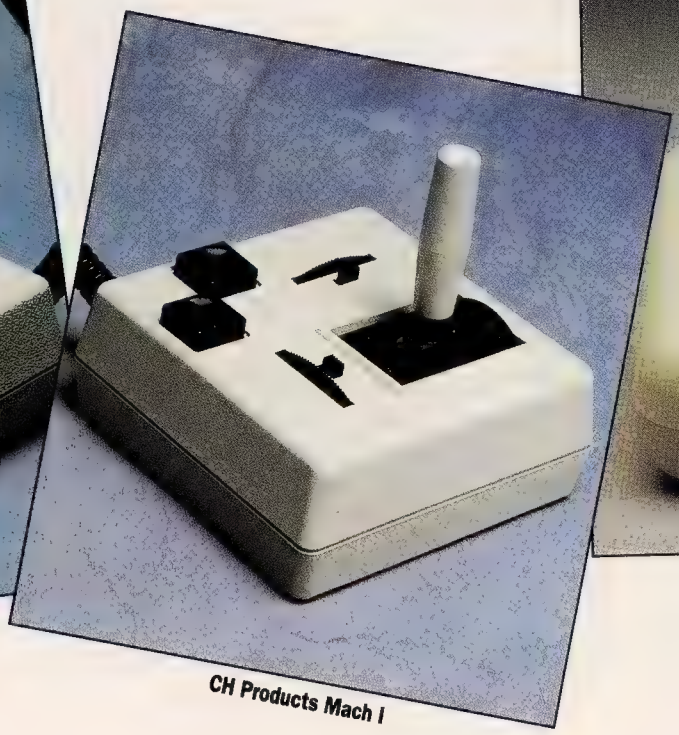
Analog Plus

The Analog Plus is another flight-style joystick, with a huge control handle jutting from its 20-square-inch base. The handle has a front primary fire control in the trigger position. The joystick actually has three secondary fire controls: one at the top of the handle, and two on the left and right sides of the joystick base. A handy switch on the bottom of the joystick base swaps the meanings of the primary and secondary controls, making the joystick suitable for one-handle and two-handle play.

Other handy features include four suction cups on the base of the joystick and an auto-fire control for the trigger button, with a slider controller as the automatic repeat. On the down side, the cable is coiled, measuring about 33 inches at its smallest; pull on it, and you're suddenly in a tug-of-war with the computer. The Analog Plus comes with a double-headed cable with 15-pin and 9-pin plugs.



CH Products Mach I+



CH Products Mach I

Suncom/Wico StarFighter

DESK TOP STUFFING.

Konami is cooking now, with a hot computer game that gives you complete control of world championship caliber basketball, featuring Chicago, New York, Boston and LA.

From the opening tip, it's 5 on 5, full court, board crashing action, highlighted by blocks, steals, picks,

foul shots, 3 point bombs and 3 kinds of slams—the Gorilla, the Rim Rockin' Reverse and the In-Your-Face Jam!

Two can play at this game, or you can challenge the computer. Either way, it'll take all the runnin' and gunnin' you can muster if you hope to savor the taste of victory.

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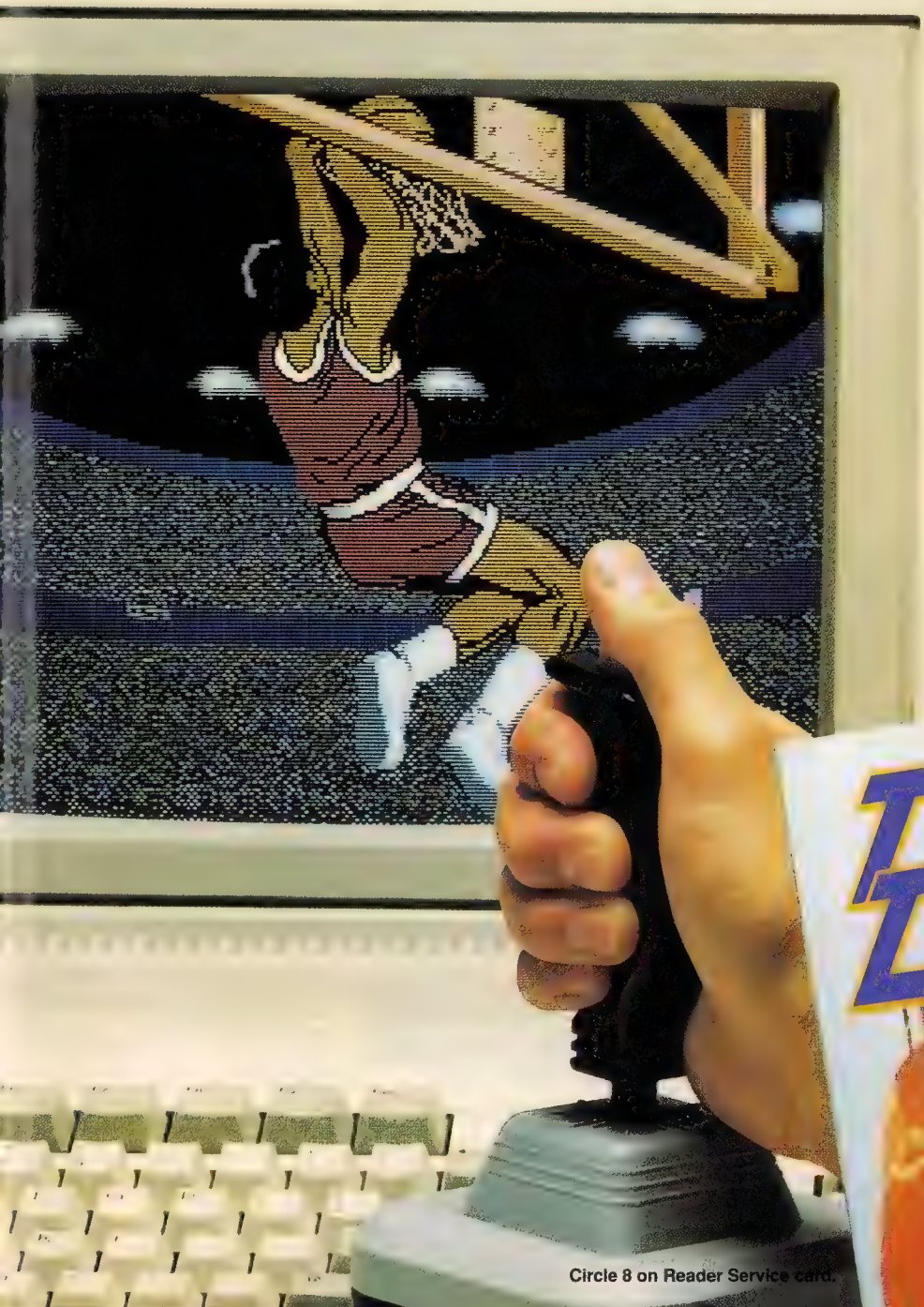
Double Dribble is available for IBM. Also Commodore and Amiga in early 1990.



Circle 8 on Reader Service card.

Although the Analog Plus is very flexible in terms of fire controls and offers the auto-fire switch, I just didn't think it was a winner. The spring holding the handle centered (you can't turn off auto-center) was pretty strong, and unless I was holding down the base or used the suction cups, I found myself tipping the joystick over rather than tilting the handle. Perhaps the base is too small, or too light. However, if you want a joystick with all the extras, this one's for you.

This joystick, by the way, is one of the few available for the special Tandy 1000 round joystick port; it's sold under a Radio Shack label for $29.95.

Analog Plus, $39.99.

Command Center

Wico's Command Center is a good, solid joystick. Equipped with a narrow round handle, the Command Center has the primary fire button located on the top of the handle and two secondary buttons on the left and right sides of the base top–good for both left-handed and right-handed people, but hard to use with only one hand.

Mounted on a 16-square-inch base, the Command Center allows you to turn off auto-centering for either axis, or for both. The joystick comes with a generous 52-inch cable that ends in a 9-pin Apple II plug; included with the stick is an 18-inch IBM adaptor cable.

I like the Command Center; it's well built out of heavy-duty components; it's one joystick that I'd expect to live up to years of abuse. Ergonomically, it's excellent, with the springs and "feel" precisely right. My only complaint is that it's difficult to play on those few games that require use of both joystick buttons, as well as constant use of the keyboard. I also like that you can either hold the stick with your fingertips, or grasp it in your fist. Good job!

Command Center, $29.99.

Star Fighter

The Star Fighter joystick consists of a large rounded handle connected to a base measuring 12 square inches. The long 64-inch cable ends in a 15-pin plug; this joystick is for IBM compatibles only. There are primary control buttons on the top of the joystick base; they're well positioned for both lefties and righties. The secondary control is on the front side of the base.

The physical arrangement means that the only comfortable position for holding the joystick is in one hand, with that hand's thumb on the primary button and index finger on the secondary button. It's not easy to use both buttons with the joystick sitting on the desktop; the small size also makes it hard to wrap a hand around the Star Fighter's handle. This is definitely a two-handed joystick!

Two interesting features are a "throw selector," which determines how far the handle will tilt, and a little slide switch underneath the joystick base that's labeled "high-low." I never managed to figure out what that switch did. When playing with the Star Fighter, I found the handle's strong spring and mushy feel to be annoying, and my hand became cramped holding the handle in a "death grip." While this isn't a bad joystick, it's not the one for me.

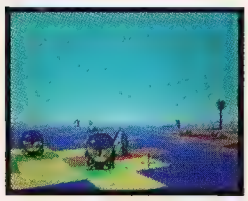
Star Fighter, $24.99.

Kraft Premium II

Kraft Premium III

Suncom/Wico Tac1+

Earth has become overrun with strange mutated beings.



We've poisoned our planet. Polluted the waters. Killed the animals. Now, mutated life forms roam the deserted planet spreading deadly radiation. You're the last hope. So, travel through time and space, back to what was once our home and make it fit for man again. Archipelagos.™ A brand new game from Fanfare.™ With a totally new level of game play. Real 3-D first person perspective. Real-time ever-evolving animation. And life-like explorations on 9,999 contaminated archipelagos.

Soar above Earth in a plasmic hoversphere — and use a 360° viewing screen to guide you. Purifying the planet may sound easy, but don't get overconfident. You've got little time to search out and destroy radioactive nodes. And even less time to absorb energy from an obelisk on overload — or get blown to bits trying.

Win a Hawaiian trip and search the sands. Take the Archipelagos challenge. You may win an all-expense paid trip for two — to the world's most famous archipelagos, Hawaii. Archipelagos. A new game for the MS-DOS, Amiga, and Atari ST. Look for it and the contest display at your favorite software store. Or, call us at 800/572-2272 (in CA: 415/546-1866) to enter the vacation getaway.

LOGOTRON RECREATION

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Tac1+

The Tac1+ could have been a contender: Although the stick has some nice features, others drive me crazy. One is that the handle is square. If you're holding the handle with thumb and one finger, no problem. But holding the holding the handle from the top with three fingers is uncomfortable, as is trying to hold the handle with your fist. Another problem is that it takes a lot of pressing to work the dual secondary fire buttons, located on the top of the base. (The primary button is on top of the square handle.)

The 20-square-inch base connects to the computer with a coiled cord, which ends in an Apple II-style 9-pin plug; at its smallest, the cord is 32 inches long. A 15-inch extension cable changes the joystick to use an IBM-compatible 15-pin plug. Personally, I don't enjoy holding onto a joystick while resisting the untiring pull of a stretched coiled cord.

Oh, the Tac1+ has its good points: The auto-center spring is light, the touch is smooth, and a switch swaps the primary and secondary fire controls. There's no doubt that the Tac1+ is a usable, well-constructed joystick, but I just don't care for square handles, stiff fire buttons, and coiled cords.

Tac 1+, $29.99.
Suncom/Wico, 6400 W. Gross Point Rd., Niles, IL 60648

BEESHU

Omega

The hot pink Omega joystick isn't too bad, despite its garish color. (Beeshu makes a whole line of "designer" colored joysticks.) The Omega sits on a 23-square-inch base and has a sculptured handle that's good for both fingertip and fist control. The primary fire button is on top of the handle; there are dual secondary controls on top of the base, for use with either hand. This joystick is simply not geared for one-handed use; however, it can either be used flat on a table or held in one hand.

The Omega comes with a 70-inch cable that ends in a 9-pin plug; an 8-inch cable converts this to the IBM-standard 15-pin plug. There aren't any frills here, but I found that this joystick's got what it takes. The auto-centering spring is light, the feel is smooth, and the case is sturdy. It's not pretty (my opinion, anyway), but it's a good basic joystick.

Omega, $29.95.
Beeshu Inc., 101 Wilton Ave., Middlesex, NJ 08846.

KRAFT

Premium II

I'll be honest: I didn't like the Premium II. The joystick has a short handle sticking out of a 17-square-inch base; the handle is not only short, but very skinny, with a toothed cap on top. The only way to use this joystick is by holding it with your fingertips, and that's uncomfortable not only because the handle's so small, but because the cap bites into your fingers. The fact that the auto-centering spring is pretty stiff doesn't help.

To make matters worse, the Premium II isn't ambidextrous. The two firing but-

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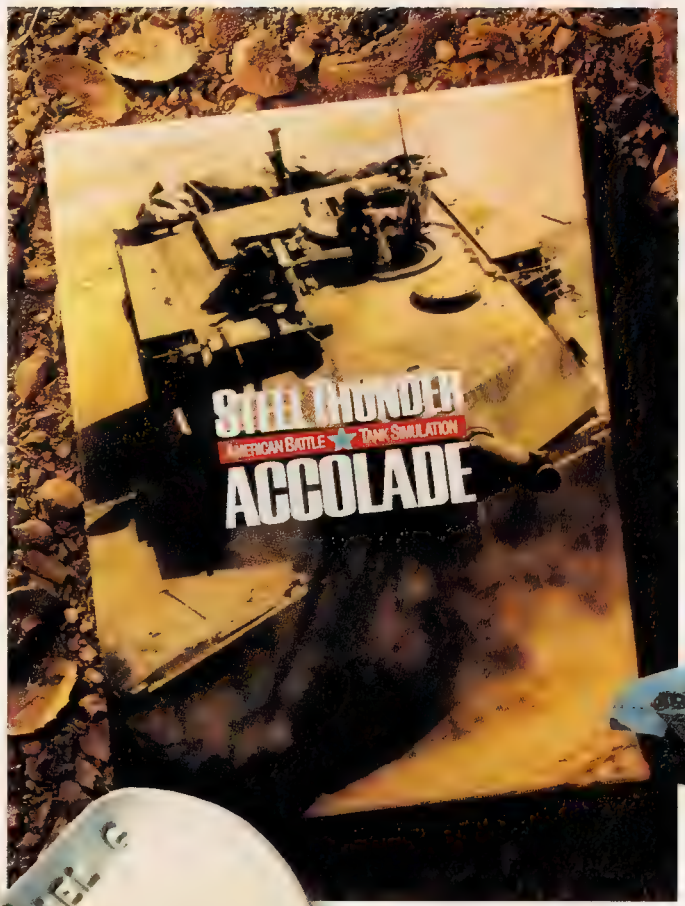

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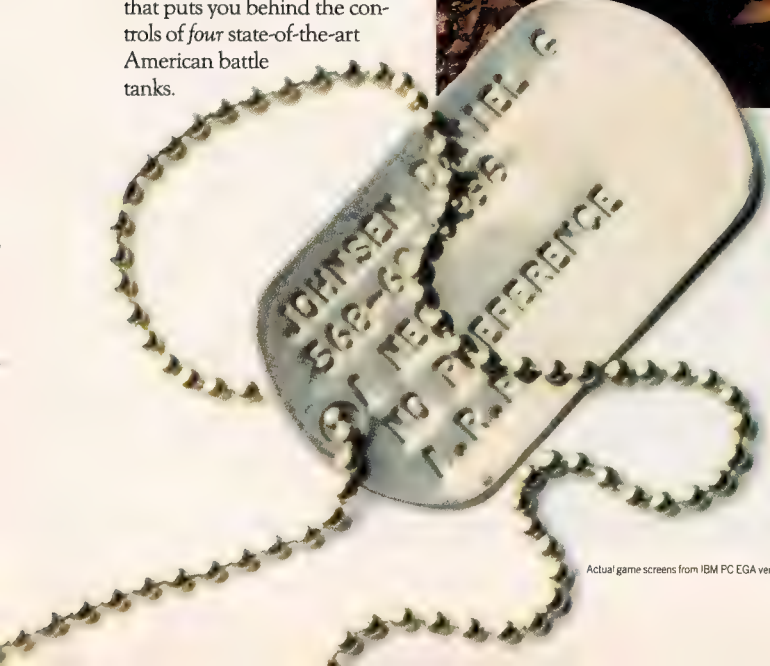

Actual game screens from IBM PC EGA version of the game. Other versions may vary

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Great Connections

Before you can connect that shiny new Turbo-Laser Blast-O-Matic joystick to your unsuspecting MS-DOS computer, you need to make sure that the computer has the proper interface. Often called a game card, game controller, or even a joystick board, the interface has either one or two 15-pin connectors.

Does your system have a game controller already? Paradoxically, few computers come with joystick ports: a few name-brand models like Tandy's 1000-series (which uses a proprietary 6-pin plug), and low-priced clones, which "throw one in" to make the computer more attractive to home-computer users.

For standard IBM PC, XT or AT-compatible computers with "classic" expansion slots, no problem: Game adaptors are available almost anywhere. Shop for price: You'll find virtually no difference between a $15 Joe's El Cheapo Game Card and the genuine $47 IBM Game Adapter. Except price, that is. I've seen mail-order ads as low as $14.

There is one caveat: Inexpensive game cards may have trouble operating with fast 286- and 386-based systems. So when you order your card, ask the vendor if it's going to work with your machine. If you have a faster machine, both Kraft and CH make excellent cards that can work reliably with a variety of machine speeds. In fact, CH even makes a card for the PS/2 MicroChannel Architecture.

If you have a separate card already installed that's dedicated to ports (like a serial/parallel card), here's a way to conserve those precious natural resources. Replace your current serial/parallel card with a combined serial/parallel/joystick card This will cost you more than merely adding a joystick card–I've seen prices starting around $50–but if your computer is pretty crowded, you might be willing to spending a few extra bucks to save a slot.

If you are interested in saving slots and getting the top of the line game system, you might consider the new Sound Blaster card which includes a joystick port on a sound/voice/MIDI card. For more about Sound Blaster and its little sister card, the Game Blaster, see "Now hear this..." in the News section at the beginning of this issue.

Toshiba laptops with the proprietary expansion slot (such as the Toshiba 1200, 1600, 3100, and 5100) also have limited options. The only one we've been able to positively identify is the Top Flight board from Adtron (745 N. Gilbert Rd., Suite 124, Gilbert, AZ 85234, 602-940-0060, $95).

Now for the big question: One connector or two? Actually, it makes little difference. A two-connector game controller board can handle either one or two joysticks (although you'll find very few games written for two joysticks). A one-connector joystick board can also handle two joysticks if you add a special Y-adapter cable. And since anyone who sells joysticks can also sell you a Y cable, there's no "future compatibility" reason to favor a two-connector board.

Kraft Adapter Card

tons are located at on the left side of the base, one on the top, one on the front side. That means that you have to press the fire buttons with your left hand and manipulate the handle with your right hand. For two-handed operation, the system works fairly well.

The Premium II's only redeeming features are its 70-inch cord (for 15-pin IBM compatibles only), and the fact that you can turn off the auto-centering for either one or both axes. Tandy, by the way, sells an identical version of this joystick with the Radio Shack label and Tandy 1000-compatible round plug for $22.95.

Premium II, $39.95.

Premium III

The Premium III joystick is almost identical to the Premium II–but better. It's handle is a little longer and sports a tiny red button on the top. With the longer handle, this joystick is much easier to use; though you still can't wrap your hand around it and fire the button on the top. I would still rate this my favorite of the Kraft sticks. The button and slider layout is the same as that of the Premium II.

Premium III, $49.95.

KC3

The KC3 joystick is designed for both the IBM PC and the Apple II, and comes with a dual cord and a switch setting on the bottom. This joystick features a 16.5 square-inch rectangular base with individual spring sliders on the bottom. Trim adjustment sliders are on the top of the base. The primary fire button is on top of a tapering stick, the handle of which is just long enough for my hand to grip if I leave my pinky finger out. In the front of the base, tilted at a slight angle, are two secondary buttons–one for right- and the other for left-handed players. These two buttons as well as the trim sliders had a tacky feel to them, and I didn't use the joystick long enough to tell if it would hold up under heavy demand. I did like the angle of the secondary buttons, however.

KC3, $29.95.

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- ***Jordan's*** *air show*
- *The* ***Mailman*** *delivers the jam*
- ***Isiah*** *drives the lane*
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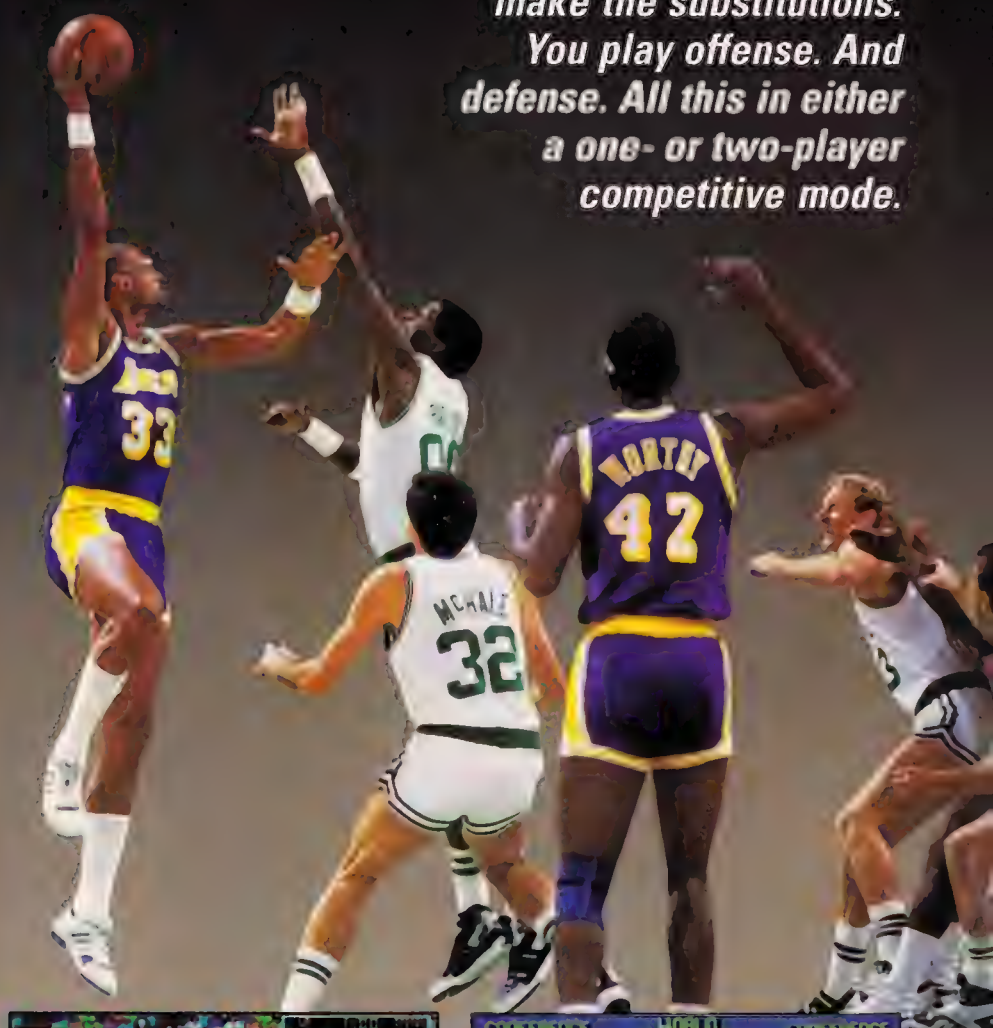

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IBM version $49.95 (5 1/4" or 3 1/2 " disks available). All screen shots represent actual IBM version. IBM is a registered trademark of International Business Machines. Corp

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WHERE IN TIME IS CARMEN SANDIEGO?

By R.J. Ehrman

Carmen, Carmen, Carmen...You naughty girl. Get out of here, you nut. There you go again, you and your V.I.L.E. henchmen. You already terrorized the U.S. of A., Europe, and the whole world while you were at it. Now you've gotten hold of a Chronoskimmer and it's not where you're going to strike that worries me, but when!

What's a rookie cop to do? Once again, Carmen Sandiego is on the loose in Broderbund's Where in Time is Carmen Sandiego ($44.95). Now she and her gang are stealing priceless artifacts from everywhere and everywhen. What's next? Where in the universe is Carmen Sandiego? Or maybe Where in the Gastrointestinal Tract is Carmen Sandiego. Whatever follows this one, I'm sure it will be good. If you liked the original Carmen games, you'll love this one.

Carmen/Time is by far the slickest of the series. Its graphics are excellent, and it supports just about any kind of monitor and card you have—from monochrome to VGA. It works equally well with keyboard, joystick, or mouse. This game is also more fun to play than earlier versions. No more airplanes and cabs for you. Blast through time itself using your police issue Chronoskimmer, visiting 48 different locations spanning 1500 years.

Like the other games, this one comes with supporting material in the form of the New American Desk Encyclopedia. This 1374 page paperback is a great source of facts, and you'll make full use of it when trying to catch Carmen and her cohorts.

As in the other games, you start out as a rookie. But you can rise all the way to the title of Super Time Sleuth if you solve all your cases in time and obtain a warrant for the perp.

You begin at the scene (and time) of the crime. By examining clues, interviewing witnesses, and listening to informants, you can usually piece together enough information to follow the perp to his or her next stop in time and space. You continue to follow your suspect, gathering clues as you go. For instance, you might discover that the person you are following is female and has black hair and brown eyes. If you know that much, you know you are following the infamous Carmen herself. However, you can check with your computer to identify the traits of the 15 other criminals in Carmen's gang. For instance, you may get a clue about what books, art, or movies the suspect likes. That can help you narrow the choices. When you are ready you enter the clues you have gathered into the Evidence Database, and if you have enough information, the computer spits out a warrant. Then, when you catch up with the criminal, the capture robot flies over him or her and away they go...And you'll likely as not gain a promotion. If you don't secure a warrant, however, the suspect goes free, and it doesn't look good on your record, either.

You can save a case in progress any time, so you don't have to play through in one sitting. Still, if you like this game, you'll probably want to go out on yet one more mission, catch one more criminal, and, in the process, learn some more history. This is about the most painless way to learn that I've ever seen. It appeals to young and old alike. In fact, I've even seen a real police detective go home late because he wanted to solve one more mystery... ■

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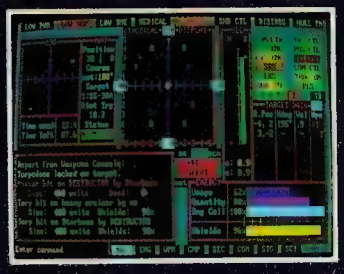
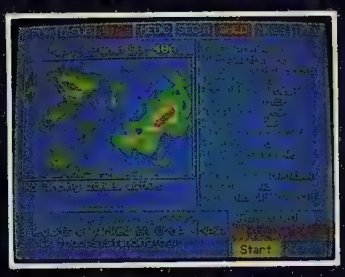


Command a powerful Battlecruiser and 4 escorts to form a deadly battle fleet. You control 12 critical ship systems, advanced weapons, warriors and shock troops, supply ships, troop ships, and over 100 commands.

Engage in real-time ship-to-ship combat against 7 classes of Alliance ships. Destroy them, or send shock troops to board and capture disabled vessels. Take prisoners to interrogate and torture, then cash them in as slaves to increase your mission rating.



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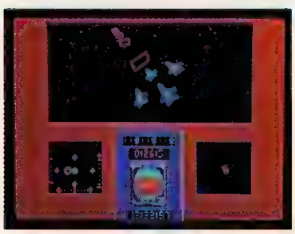
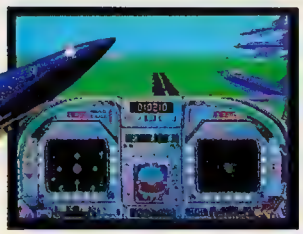


Train with the Blue Angels in a wire-frame flight simulator. Plot the path you've flown in 3-D against the ideal path of the maneuver.



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THE MOST COMMONLY ASKED QUESTIONS- Part I

Confused? Stuck behind a big rock, or trapped in a locked room? Maybe you're looking for some lost treasures. Whatever the dilemma, look on these pages to see some of the questions that are most commonly received by customer support lines:

Instructions: First find the game you want on these Question Pages, then read the questions. To find the answer to a particular question, look at the lettered box on the Answer Pages (pg. 94,96, & 98), then look for the exact question number. For instance, to find the answer to question B4, look in the box marked B, then scan down for answer B4. Using this method, you won't accidentally read another answer for the same game, since the answers in each box are for different games. You'll only read the answers you really want to see.

In the next issue, we'll print more of the Most Commonly Asked Questions...

New World Computing

Might and Magic I

A1 Where do I find the Merchant's Pass?

B1 Where is the King's Pass?

C1 How do I answer the Volcano God's riddle to gain the Key Card?

D1 Where can I found out what my signs and colors are?

E1 Where is the Crypt of Carmenca?

F1 Where can I find a Medusa Head?

G1 Where are the Black and White Idols that I have to give to Og?

H1 What is the answer to Og's riddle?

I1 How do I find the Ruby Whistle?

J1 Where can I find the Gold Key?

Might and Magic II

A2 How can I enter Castles Hillstone, Pinehurst, Woodhaven, and Luxus Palace Royale without fighting my way in?

B2 How do I find out the name of the Guardian Pegasus?

C2 Where can I find the Admit 8 Pass?

D2 Where is the Hireling Sherman?

E2 How can I leave the Elemental Planes?

F2 What are the A-1 Todilor, J-26 Fluxor, M-27 Radicon, and N-19 Capitor used for?

G2 How do I get the Element Orb out of Dawn's Mist Cavern?

H2 Do I need to charge the Element Orb?

I2 How do I become a Triple Crown Winner for Queen Lamanda?

J2 How do I solve the cryptogram at the end of the game.

Mediagenic Companies

F-14 Tomcat

A3 How do I get through the training mission?

Prophecy

B3 How do you get into the Tower of Jed?

Last Ninja

C3 How do I get past the dragon in the wastelands?

Last Ninja II

D3 How do you get out of Central Park?

E3 How do I get past the fan?

F3 How do I grab the Helicopter?

Battletech

G3 What do I do in the map room?

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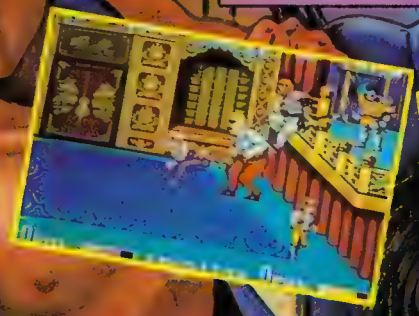

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Journey

H3 I'm at the mill and I'm stuck.

Sierra OnLine

King's Quest IV

A4 How do I get out of the whale's mouth?

Leisure Suit Larry Goes Looking For Love

B4 How do I get past those KGB agents on the beach?

Police Quest II

C4 I don't have enough money to buy a ticket to Steelton.

Manhunter: San Francisco

D4 What does the clue of "F" plus a car and "P" plus a ruler mean?

E4 Now that I understand the puzzle, what do I do?

Gold Rush

F4 I'm at The Green Pastures Hotel, but I can't continue, what have I missed?

Sir Tech Software

Wizardry I: Proving Grounds of the Mad Overlord

A5 How do I get to the tenth level?

B5 How do I get into the private elevator on level 4?

C5 What's the answer to the riddle on the 6th level?

D5 All right, already. Stop hinting and get to it!

E5 What does "One Alone" mean?

Wizardry III: Legacy of Llylgamyn

F5 How do I get to the island?

G5 How do I get past the L'kbreth dragon on level 6?

Wizardry IV: The Return of Werdna

H5 How can I fly off the Ziggurat?

I5 How do I get into the gates of hell?

Wizardry V: Heart of the Maelstrom

J5 What is beyond/How do I get past the Blue Glowing Wall on Level 3?

A6 I've got a level 25 mage!!!! When will he learn the spell Abriel!

Origin Systems

Times of Lore

A7 How do I save the game?

Tangled Tales

B7 How do I get the key out of the fountain in adventure one?

C7 What is the magic word in adventure one?

D7 How do you get past the devourer in adventure three?

Moebius

E7 How do you get to the astral gate on the plain of air?

F7 How do you get the monks across the water to the shrine on the plane of fire?

Ultima 3

G7 Where do you find the cards?

H7 Where do you find the Mark of the Snake?

Ultima 4

I7 How do you get the three part key?

J7 Where is the shepherd that needs to be in my party?

A8 What is the Pure Axiom?

Ultima 5

B8 How do I get out of the room on the first level in the dungeon Shame?

C8 How do you go up in levels now that Lord British is gone?

D8 How do you get to the ladder in the last room on the eighth level in dungeon Deceit?

E8 How do you kill the shadow lords?

F8 What is the sandlewood box for?

G8 Where do I use the amulet?

H8 I spoke to Flain in the tower in Scara Brae and now the doors are all locked. How do I get out?

I8 How do I get over the mountains to speak to Elisataria in Windemire?

J8 How do you get over the river on level eight in the dungeon Doom?

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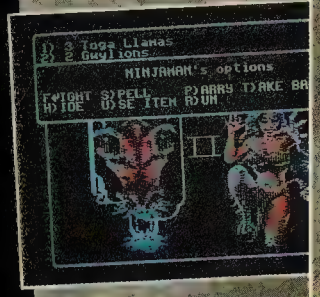

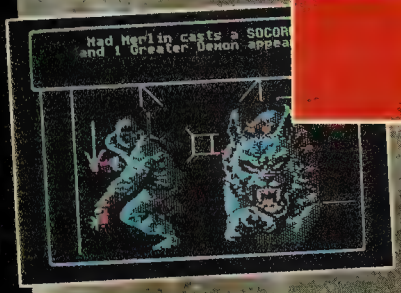

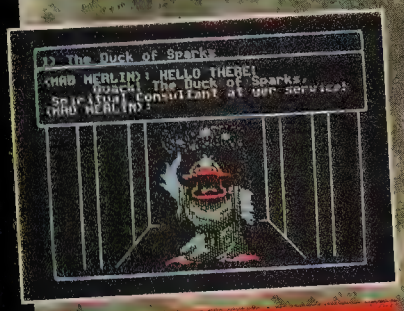

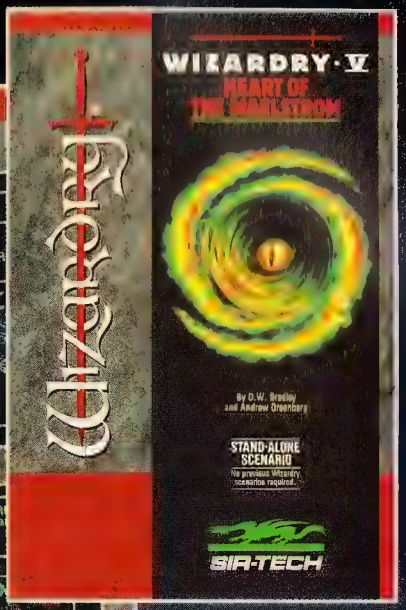

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TOP SECRET: PSSST...ALL THE ANSWERS

Match these answers with the questions on pages 90 and 92.
Or read it like a surrealistic fantasy story, if you want.

A1 The Merchant's Pass, which allows the party to enter all of the castles, can be found in Region C1 at X5,Y7.

A2 To enter the four modern castles at will (without a battle), you need to procure a Castle Key and keep it with you. To find the Castle Key, first travel to all five towns and donate at each town's temple. At the last temple, the party will receive a Fe Farthing. Take the Fe Farthing to Feldecarb Fountain in Middlegate. Flick the Fe Farthing into the fountain and the faeries will give you a Castle Key.

A3 During the training mission, follow the directional arrows to the tee rather than trying to follow the plane in front of you.

A4 As soon as you get swallowed by the whale, swim to the far right center of the screen–and save the game. You need to climb to the uvula and tickle the whale with the peacock feather. You MUST climb diagonally. Use the number pad keys to move. Move up (using the #8 key) about one quarter of an inch, then move left (using the #4 key) then quickly move DIAGONALLY (using the #7 key) and Rosella will automatically climb to the top of the tongue. Have patience... it still takes 6 or 7 tries.

A5 Usually when a player asks this, they are roaming around the 9th level looking for stairs. However, there are no stairs on level 9. To get to level 10, take the private elevator from level 4 down to level 9. Once you arrive on level 9, "kick out" of the elevator, and you will see a door on your right and left. Inside that 2x2 room, there is a chute to the tenth level.

A6 As it says in the manual, the effects of this spell are unknown. However, it is rumored that the spell is used by gods against other gods they despise. Brenda from Sir-Tech was just about to answer the question when a large, dark beast rolled out of the executive wing of Sir Tech's headquarters. A cloud of smoke followed it as it puffed on its cigarette, spilling ashes on its cut-off Wizardry shirt. It's talons pierced the floor, and its spikes scraped paint off the ceiling as it headed toward the desk where Brenda and I sat talking. "Yer not gonna answer that," it puffed. It heaved a spellbook from its bag, and began to recite the incantation for Tiltowait. Brenda jumped from her chair letting it crash to the floor, and headed for the nearest dungeon entrance.

A7 Anytime you stay overnight in a Hotel your game is saved.

A8 You get the Pure Axiom by deciphering the visions you were granted when you became an avatar in each virtue.

B1 The King's Pass, which enables the party to see the king in Castle Alamar, can be obtained from the Druid in Region A2 at X0,Y15.

B2 To discover the name of the Guardian Pegasus, simply bring a character with the Secondary Skill "Linguist" to Region C3 X0, Y7.

B3 You need to talk to the Jedist Ogre in the Gobar prison. He has something very helpful to say.

B4 You must disguise yourself as a woman. I hope you found BOTH the bikini bottom and the top. (The bikini top is at the bottom of the pool on the Love Tub.) While in your dressing room, change into the bikini and be sure to put the soap in the bikini top.

B5 To get into the private elevator, you need an item called the Blue Ribbon. It's found in a room past the Monster Allocation Center. Defeat the monsters, and enter the door on the far side of the room. There you are told of your quest and receive the Blue Ribbon.

B7 You need to get the shovel out of the dungeon with the vine, dig for worms in the garden and then feed the fish the worms.

B8 You need to climb on the rocks and push on the walls.

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C1 The answer to his riddle is GALA.

C2 A Zombie in the Cavern below Sansobar at X0, Y0 hands out Admit 8 Passes.

C3 Make sure you are standing in exactly the right place and throw a smokebomb. Line your ninja up with the left-hand side of the path even with the first rock in the grass.

C4 Keith will call for authorization to purchase the tickets. But this only happens if you have called the Steelton Police, and called to warn Colby.

C5 The answer is an anagram of the line "That king, he finds doom." That line is part of the messages you receive on level 6 of the game. It's also a four-word answer and the first word begins with a T, the second with a K...and so on. By the way, you wouldn't believe how many people think you're saying "forward" answer! "What's a forward answer? I wasn't typing it backwards." I'm not making that up!

C7 As it has always been since the beginning of time: PLEASE is the magic word.

C8 You need to hold up in camp outside and when you are ready, an apparition of Lord British will appear and will raise your levels.

D1 The Gypsy Seer, located in Region C2, X9, Y11, will give out the signs and colors so that the party may cross the Bridge Across the Ocean in Region A4 and gain the Coral Key.

D2 The Hireling Sherman can be found with his partner Nakazawa, captive in Native's Cove. Rescue them from the hungry natives in Region B4 at X10, Y1.

D3 Take the path to the right when you see the bee hive and jump across the water with a forward somersault. You'll find something there that you need.

D4 "F" plus a car stands for "four" and "P" plus a ruler stands for "pinches."

D5 OK. The answer is "The Knight of Diamonds".

D7 You need to use the time distortion spell and then go through the room.

D8 You need to get the torches, push where they were, and one of them will trigger a small space to open in the wall.

E1 There is no Crypt of Carmenca. It is a false quest given out by the king in Castle Alamar.

E2 To leave any of the Elemental Planes, simply Rest. You may have to rest more than once to return to Cron.

E3 Make sure you take this challenge head on...

E4 When you are with the little man next door to the Temple of the Dragon Ninja, take " Four Pinches" from the Heaven Jar and smoke it to see a vision.

E5 The player receives this message after they answer the riddle mentioned before. After answering that riddle, they are teleported to the temple on level 1. From this point, the player should go back to the Castle, remove everyone from his or her party except one character who is equipped with all of The Knight of Diamond armor. That character then goes all alone to the Temple on level 1. (Just so you know, the five pieces of armor are KOD's Helmet, KOD's Armor, KOD's Shield, Hrathinir, and KOD's Gauntlets.)

E7 You need the where spell and the condor feathers.

E8 You need to speak to Sutek in Sutek's hut.

F1 To find a Medusa Head, enter the Cavern in Region B2 X8, Y4 and then when inside the Cavern, go to X15, Y4 and defeat the Medusa in battle.

F2 These strange technological devices are necessary to wrest the Element Orb from its mooring in Dawn's Mist Cavern. You must bring all four at once to take the Element Orb.

F3 It is hard to do if your hands are full.

F4 You can't proceed here until you have found a significant clue at the cemetery outside of Sutter's Fort. Use the letter with the mysterious holes cut into to it at the fake tombstone. Use your arrow keys and line the letter up correctly to reveal important clues.

F5 You need an item which is found randomly in a chest on level four.

F7 The only way to get there is to swim. You need to take the shortest route there and stop at the island with both of them to rest.

F8 You need to give it to Lord British when you find him.

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SSI

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G1 The Black Idol is located in the Quivering Forest Dungeon, Level One X0, Y15. The White Idol, guarded by a row of dragons, is located in the Fourth Level of the Perilous Peaks X0, Y15.

G2 This is one of the most asked questions in MMII. Remember, you can dismiss any hireling, even deep in a dungeon. You'll find him waiting for you in the last Inn you visited.

G3 Hint: When you get to the map room, refer to the map on page 14 of the manual. You need to connect with the planets in the green shaded area.

G5 First, the player needs a good and evil party. From level 4, the good party gets the Crystal of Good. Then, the player gives both crystals to a person of good or evil alignment. The character that receives both of the crystals invokes the power of the crystal which has the same alignment as he or she has (good invokes good, evil invokes evil). The other crystal will break, and the player is left with a neutral crystal. (This is by far the most-asked question for Wiz III.)

G7 You need to go to Ambrosia and search the shrines.

G8 The amulet is used to help you find the entrance to the dungeon Doom in the underworld.

H1 To respond in kind to Og's 3D chess move, answer QUEEN TO KING'S LEVEL 1.

H2 You do not need to charge the Element Orb. Only King Kalohn can use the Orb properly against the Mega Dragon.

H3 In the mill, set the left dial to the second pit, the right dial to the first. Push the button and do your mining. Now set the left dial to the first pit and try different positions for the right dial. A teleportation device will appear. At the Dwarven Gate, translate the message literally (and backwards).

H5 The player needs an item from the level of Light and Darkness called the Winged Boots. Once the character equips them and invokes their power, he or she can fly all they like (including over pits).

H7 It is found on the 8th level of the Dungeon the Snake. This dungeon is located on the island south of Death Gulch.

H8 You need to find your information quickly in that tower and leave before the doors lock. If they do, the only way out is to die or reboot to your last save.

I1 The Ruby Whistle, which allows access to the Enchanted Forest Dungeon, can be found in Region C1 X15, Y15 after the Messenger Quest, which begins in the Cavern Below Sorpigal X1, Y2 and ends when the Astral Brothers, Zam and Zom, are visited in Algary and Portsmith, has been completed.

I2 To win the Triple Crown, buy three Black Tickets at Drewnhald's Ironworks in Atlantium. Take one ticket each to The Monster Bowl, Arena, and Coloseum. Win a Black Ticket Battle in each place and you will have won the Triple Crown.

I5 First of all, the player must have three items to open the gates: the Demonic Chimes, the Arabic Diary and the Black Candle (bell, book and candle). Once the player uses these items in the proper sequence, the gates will open. Entering the gates, the player must have the Winged boots (to prevent the characters from falling to their death) and the Dreampainter's Ka (to absorb the intense heat)

I7 You need to go to the three Altar rooms and use the correct stones in each room. Each room will give you a part of the key.

I8 You need to speak to Bidney in Buccaneer's Den.

J1 To find the Gold Key, visit the Dog Statue in the Enchanted Forest Dungeon, Level Two and search immediately. If the Gold Key is not there, redo the Messenger Quest and then return to the Dog Statue.

J2 To solve the cryptogram, you must understand what the coded text means. If you really want to know, it begins "We the People..." Substitute letters from the word Preamble with the appropriate code letters. Be sure to type the letters exactly, including uppercase for the first letter.

J5 It's a mystery... First, take your characters on a trip to Bubba's Health Spa...feel free to swim in the pool while you're there. After a while, one of the spa's regulars, The Duck of Sparks, will come around offering a bit of spiritual guidance...for a fee. What the heck? Pay the duck. He'll tell you how to make the potion of Spirit-Away. Now the player has to find the chemist's table. It's also on level 2, and its entrance is conveniently located off a dark area. After the player makes the potion, they go to this funky little place on level 2 where a spirit laughs, snatches a treasure chest out from underneath the player's eyes and leaves. Using the potion of Spirit-Away, the player can get rid of the spirit before he does this. Now...opening the chest, the player will find a jeweled scepter. Take the Scepter to the Temple of Kami Kazi on level 3. Waving it before the door, they will be given entrance to this shrine. Inside they will find the Blue Candle. Bringing the candle to the Blue Glow on the wall will allow the player to see the faint outlines of a door. Bingo...that's it.

J7 She is found in Maginicia, enter the town and instead of crossing the bridge, head down to the south; she is standing there.

J8 You need to shoot your magic axe across the river to the upper right hand corner that protrudes out.

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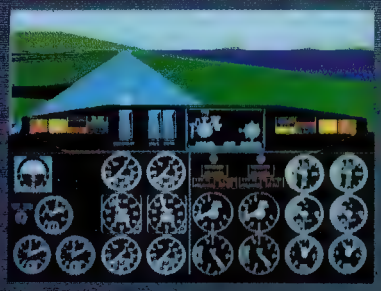

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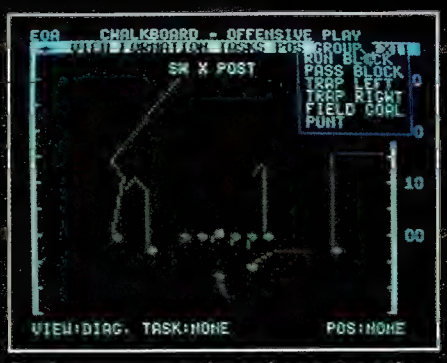

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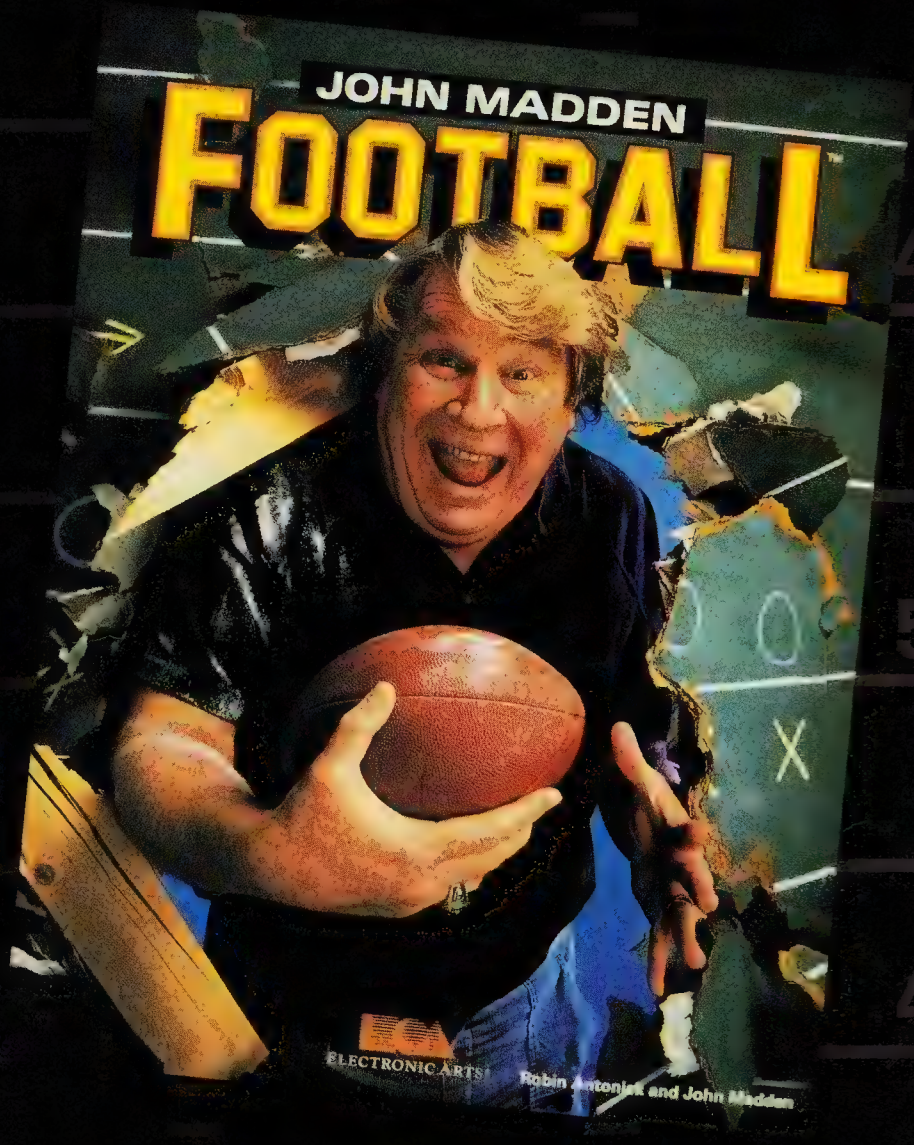

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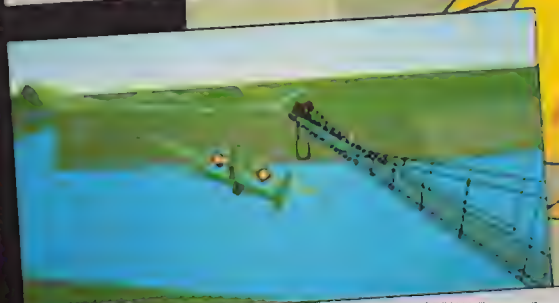

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Connecting Point

By George Fontaine

Carrier tones to happiness...

Imagination. That's what it's all about. Flying, fighting, exploring, challenging your mind. It doesn't matter if the game is packaged in gold leaf or ti leaf. All that matters is that it stimulates your mind.

Surrounding this page are lots of articles about the best commercial titles available. But there are other alternatives–other ways to play.

In this new column, I will be covering the latest in Online games and shareware entertainment. Some of you may be unfamiliar with online games or shareware, and if you are, you are missing a source of great entertainment. But what are online games, anyway?

For the past several years, commercial services such as CompuServe, and Genie have provided their users with a variety of games which can be played online—in other words, anyone with a computer and a modem who subscribes to any of these services can log on and play a game against a computer or against other subscribers. Today, these games have evolved into challenging arenas that test your wits, deviousness, and cunning.

Playing an online game is no longer limited to solving puzzles in a dungeon (though these types of games are still available). Today's online games may propel you into the far reaches of space to do battle with an evil empire, fly sorties in a real time flight simulation, or play word games with the computer or other players.

Over the past few years, privately owned Bulletin Board Systems (BBS) have entered the world of online games by allowing users access to "Doors" programs. The Doors feature allows the system operator (Sysop) to make external programs available. These programs are entirely separate from the messaging and file functions of the regular BBS software. Though most of these Doors games lack the sophistication of those found on commercial systems, they do have one distinct advantage: Privately run BBS's are usually free or charge only a small membership fee to join. Commercial services normally charge a usage fee by the hour, which can make your monthly bill an adventure in itself.

Shareware

Shareware refers to software that is marketed under the try-before-you-buy concept. Normally, the author requires you to pay for his program if you decide to keep it. Public domain or Freeware refers to software that can be used, traded, or copied without paying any fee.

Shareware, and public domain games are available from most commercial services like those discussed earlier and BBS's across the country. These programs are also available from local user groups and distribution centers which charge a modest duplication and handling fee.

Over the years, shareware and public domain programs have grown in sophistication to the point where they approach the quality of some of their commercial counterparts. One of the newest shareware games I've seen is Kung Fu Louie vs. The Martial Art Posse.

KFL is an arcade type karate game that pits you (Kung Fu Louie) against a gang of maurauding New York City street thugs known as the Martial Art Posse. You must defeat four members of the Posse in each of the four levels before you can advance, and each Posse member you encounter is more difficult than the last. If you manage to survive all four levels, you will meet Martial Art, the arch-villian and your ultimate challenger.

Raphael Salgado, the author of this game, took great care into creating a story behind this game, greatly enhancing its playability. In addition, KFL supports the AdLib Personal Computer Music Synthesizer Card for sound effects and music.

The keyboard controls are easy to learn and to use: Kung Fu Louie can perform only four moves–three foot techniques and one hand technique. You can also move Kung Fu Louie forward or backwards. Some attack techniques are slower, but take more energy away from your opponent if successful.

The EGA graphics in the game are fantastic. The author has included some graphic detail beyond that of many games–detail of a fairly violent kind. The animation is also very smooth, and, though simple, I found this a very satisfying game.

If you're interested in picking up a copy of KFL, you'll find it on most of commercial services and BBS's, or directly from the author. Write to:

R. Salgado
26 Connecticut Court
Valley Cottage, NY 10989

The author requests $30 if you decide to keep the game.

Next issue, I'll be reviewing more shareware entertainment software. I'll also cover some of the more popular games available through DOORS.

George Fontaine is a PCGames contributing editor. He is a programmer and sysop of the RHS RBBS in Maui, Hawaii. He is the co-author of Public Domain Software and Shareware: Untapped Resources for the Business User from M&T Books. ■

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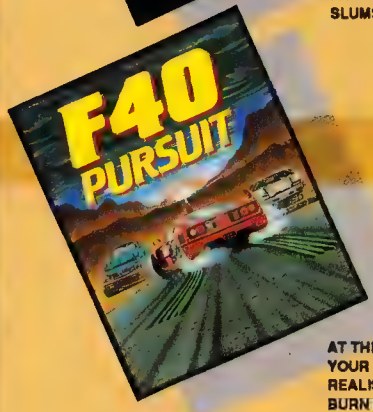

F40 PURSUIT

AT THE WHEEL OF YOUR FABULOUS FERRARI F40, YOU'RE RACING AGAINST TIME AT 200 MILES PER HOUR. PLAN YOUR ROUTE, BUT BEWARE OF POLICE THAT WILL TRY TO STOP YOU IN YOUR MISSION. 360 DEGREE SPINS, AND REALISTIC 3D ROAD JUNCTIONS WILL MAKE YOU SENSE THE THRILL OF SPEED. DON'T JUST TAKE OUR WORD, BURN SOME RUBBER.

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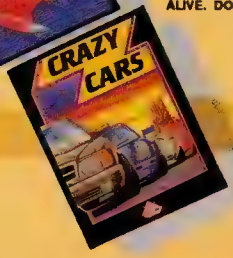

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FACE THREE LEVELS OF SIX CONFLICTS, FROM SPORADIC WARFARE TO TOTAL WAR. NEVER LOOK BACK! IT COULD BE YOUR LAST MISSION. ONE OR TWO WARRIORS CAN TEAM UP.

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The Prognosticator

By Rich Heimlich

Sneak peeks from our man on the inside

For those of you still looking for the perfect driving simulation, Electronic Arts will be releasing the officially licensed Indianapolis 500 game right around Christmas. Indianapolis 500 combines stunning polygon-fill graphics (as used in many of the newest simulators like Vette!), smooth animation optimized for slow or fast PCs, and exceptional sound effects to produce a simulation that is true to form.

This is not your everyday arcade driving game. Almost every option you can think of is provided. Decide which of three racing teams has the equipment you want. Choose among equipment from March, Cosworth, Lola, Penske, Buick, and Chevrolet. Then try some practice laps as you adjust wings, roll bars, tire pressure and composition, camber, and lots more.

Next, drive some qualifying laps–the track is all yours. Push your buggy to the limit to get the best pole position. Learn the optimal line to take on the turns. You'll need to know every turn of the track if you hope to be successful, since you can't afford to make a mistake at 200+ mph! Though the steering is logical and smooth, it is easy to spin out. The secret is taking the right line, starting your turn at the right time, and doing minimal adjusting once the turn is initiated. It takes some practice, and I got used to seeing the scenery spin around and around as I lost control time and again. Still, practice makes perfect, and the reward is the thrill of winning one of the most prestigious races in the world.

In the actual race, try to beat all 32 opponents in one of three races–10 laps, 50 laps, or 200 laps (the full 500 miles). Every aspect of true Indy-style racing is here, down to the yellow caution flags. In the 10 lap race, your car is indestructible, though your opponents are not. However, when you graduate to the longer races, one crash and you're out.

One of my favorite features is what I call the "Morbid Mode." You can replay your accidents from many different angles, and even save them to disk for later viewing. This Instant Replay feature shows the last 20 seconds of action, and you can use it any time, even during a race! Nothing like watching the cars break into a thousand pieces as they slam into the retaining walls (and into each other).

Indy will support all major sound boards, and a lot of attention has been given to the sounds. Oh, and I've been told that a crash helmet and fire suit are strictly optional. See you at the track.

In the next issue, PCGames will be giving away its awards for the best products of 1989, and I will be pointing out my favorites. I will also offer my all-time Hall of Fame picks. ■

Please feel free to write to me with any comments and suggestions, questions or requests concerning this column. Send letters to The Prognosticator, c/o PCGames, P.O.Box 25238, San Mateo, CA 94402.

Command Line

By Richard Frick

Installing Games on a Hard Disk

You have just purchased that new hard drive for your computer and are anxious to store all your favorite games on it. If you do, they will start faster and, in many cases, their performance will improve.

The question is, "What's the best method to follow?"

To copy games easily to a hard disk, you should use MS-DOS 3.0 or newer. If you don't, you are missing a very important utility called XCOPY. Although you can copy the necessary files with DOS 2.x, using 3.0 or higher is preferable.

I will take you through a typical installation–one that can be repeated for every game you want to store on the hard disk. Unfortunately, not all games can be stored on the hard disk–in particular, any game which must be booted when you first turn on the computer, or by using the CTRL-ALT-DEL sequence to warm boot.

On my hard drive, I have created a master directory called "GAMES" to hold all my games. You can use any name you wish, but it must be eight characters or fewer in length. Within the GAMES directory, I have created a sub-directory for each game.

To create the master directory, be sure you are in the root directory. Type:

CD \ (Return)

or type CD .. (Return)

until DOS returns an "Invalid directory" message.

Now type:

MD GAMES (Return)

to create the master directory. To enter this directory, type:

CD GAMES (Return).

Next, to create a directory for each game, type:

MD name (Return)

where "name" is an eight character (or shorter) version of the game. For instance, for Rocket Ranger, type MD RKTRNGR.

Now you are ready to load your games into the newly created sub-directory. Place the game disk in drive A or B. Using the Rocket Ranger example with the disk in drive A and C: being the hard disk, type:

XCOPY A:*.* C:\GAMES\RKTRNGR*.* /E/W/S (Return)

Since Rocket Ranger is on two 5.25 inch disks, you will need to repeat this step. Either type the same command again after changing disks, or use a built-in DOS trick and press the F3 key, then press Return.

Once you have loaded a game onto your hard disk, you should be able to run it. If you aren't sure what program runs the game, type:

DIR *.exe

and/or

DIR *.bat

That's all you have to do. In the next issue, I'll show you how to run your game from a batch file to make starting your favorite computer entertainment easier. ■

Are you having some problems loading or running games on your PC? Do you know some nifty DOS tips that make running games easier? In either case, write to The Command Line at P.O. Box 25238, San Mateo, CA 94402.

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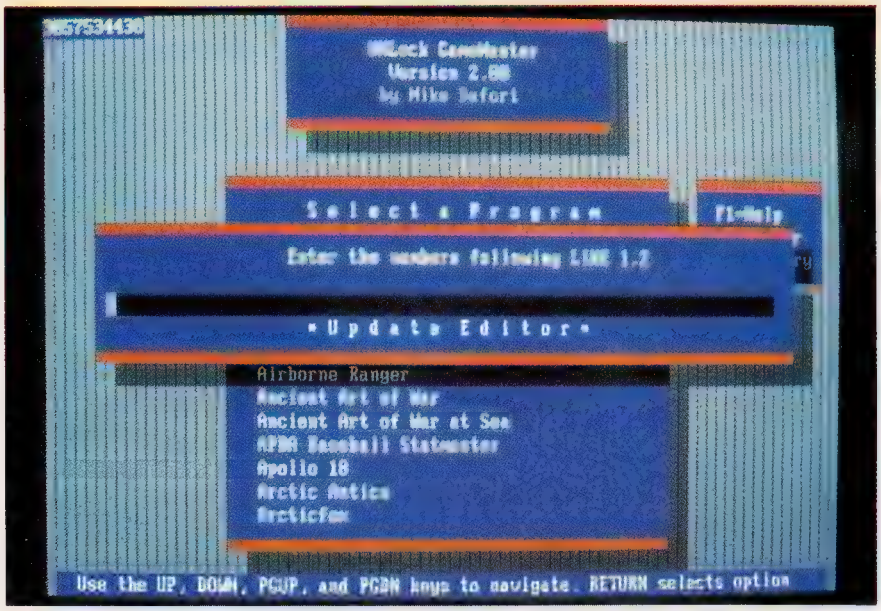
Select a Program
Enter the numbers following LINE 1.2
•Update Editor•
Airborne Ranger
Ancient Art of War
Ancient Art of War at Sea
Apollo 18
Arctic Antics
Arcticfox
Use the UP, DOWN, PGUP, and PGDN keys to navigate. RETURN selects option

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Battlehawks	Boulder Dash	Bubble Ghost	California Games	Chessmaster 2000	Colony	Dark Castle
Death Sword	Dejavu	Destroyer	F-19 Stealth Fighter	Final Assult	Four X Four	Fourth & Inches
Gamestar Basketball	Gamestar Boxing	Ghosts & Goblins	Goldrush	Grand Prix Circuit	Gunship	3D Helicopter
Heroes of the Lance	Hostage	Indoor Sports	Impossible Mission II	Jack Nicklaus Golf	Kings of the Beach	King's Quest III
Kings Quest IV	LA Crackdown	Leisure Suit Larry	Leisure Suit Larry II	Life & Death	Math Blaster Plus	Mean 18
Might & Magic	Moebius	Oblivion	Outrun	Paperboy	Pete Rose Pennant	Police Quest II
Rack 'em	Rad Warrior	Rampage	Reader Rabbit	Road Runner	Serve & Volley	Shanghai
Silpheed	Skyfox II	Solitaire Royal	Sokoban	Space Quest I	Space Quest II	Star Wars
Street Sports Basketball	Sub Battle Simulator	Super Bike	Temple of Apshai	Test Drive	Test Drive II: The Duel	The Games Summer
The Last Ninja	Thexder	Three Stooges	Triango	Uninvited	Uridium	Where Euorpe/Carmen
Where USA/ Carmen	Where World/Carmen	World Tour Golf	Writer Rabbit	Zany Golf	Zoom	

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Eagle's Nest	Graphics Expander	Infiltrator 1	Kampfgruppe	Karateka	Pinball Wizard	PSI 5 Trading Co
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Under the Rainbow

By Rusel DeMaria

Viewpoint on the Game Industry

Computer games are inconsequential. They have little or no importance. They are frivolous and without any productive value. In fact, they are probably the products of slightly warped minds who can't find anything better to do. I wouldn't admit to playing computer games in public. I wouldn't be taken seriously. In fact, I might be laughed at.

Hold that thought...

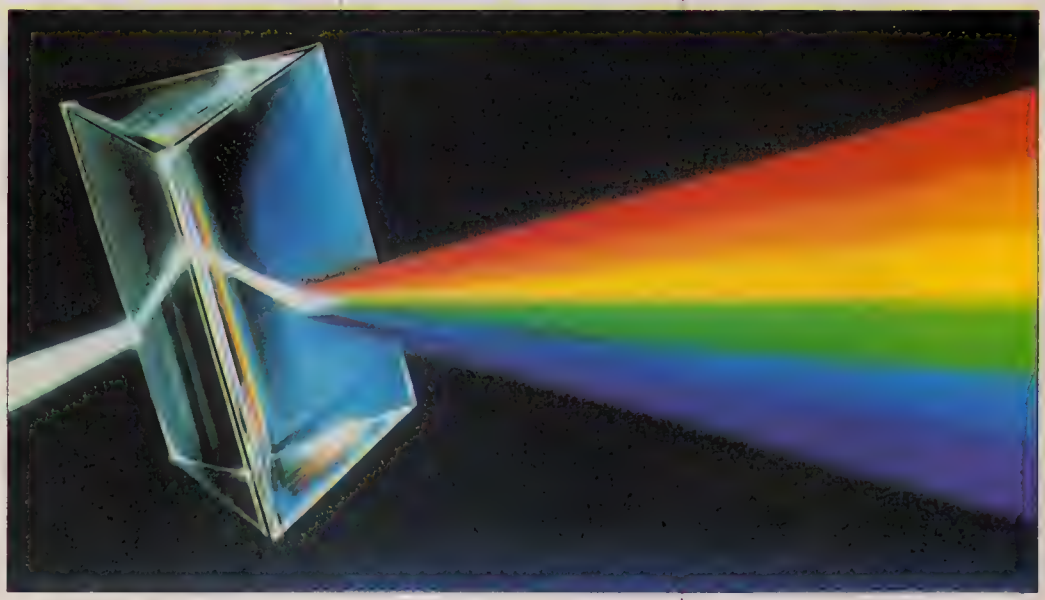
Do you know what it takes to create a computer game? Probably an idea, an illustrator, someone who can string a lot of cryptic computer language together... and that's about it. Right?

Once upon a time, there was a young couple–he a programmer; she a housewife between jobs. They saw a game called Adventure, a text game played on computer. They thought, "We could do something like that." They did. They thought, "Why don't we add some pictures to it?" They did.

"How do we market this thing we've done?" the young couple wondered. It was still no more than an amusing idea–good for a few laughs. They took out a single ad in Micro Times, went out and bought ziplock bags and a hole punch. They printed up a blue card and duplicated their game fifty times. They hung a few ziplocks in some local stores without much expectation. "Fifty copies. It would be great if we sold them all," they said. The game was called Mystery House, and the young couple, Ken and Roberta Williams. Better known as Sierra OnLine. Better known as the people who brought us King's Quest, Police Quest, Space Quest, Leisure Suit Larry, and so on. They sold more than fifty copies of Mystery House.

So that's how easy it is to create a computer game. You just program in your spare time, buy some plastic bags and take out a cheap ad. Then you're in the money.

Don't you believe it. Today's computer game market is an industry with high stakes and a lot of people performing at their peak. And those who agree with the first paragraph of this column are less and less common. People are coming out of the closet.

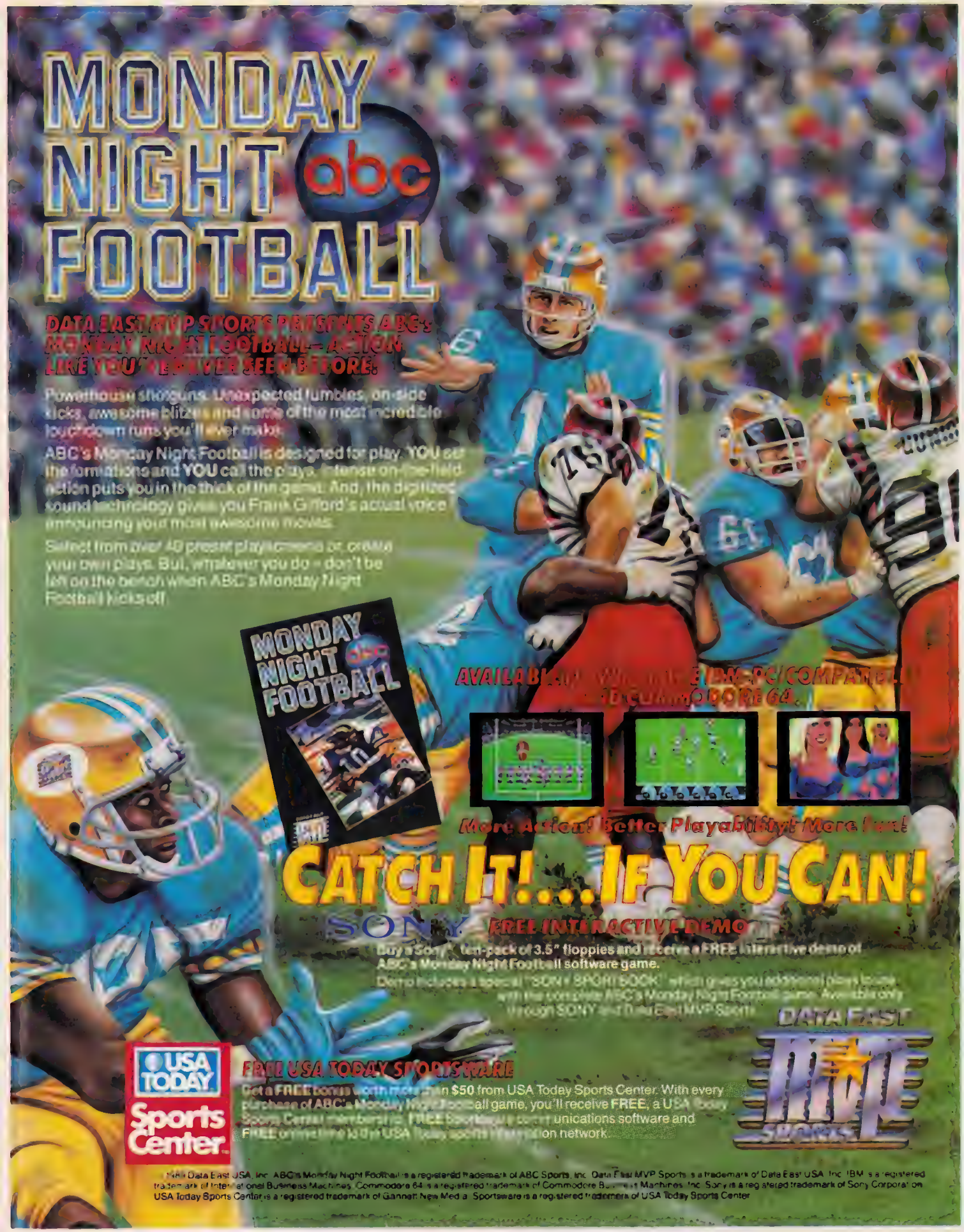


After all, today's offerings are to the original computer games what the Cessna is to the F-19. Like the personal computer itself, game technology keeps growing–adding digitized sounds and pictures, stunning graphics, and fast, smooth animation. So what does it take to produce and support a game? The simple answer is, it takes a lot of time. Back in the early 1980s, I asked someone at Broderbund how long it takes to get a game to market. The answer was, "About nine months." Nine months?! You could make a baby in that time. It seemed awfully long, then. But would you believe that some people are working three and even four years on games today?

Producing and supporting games is a task that involves the efforts of hosts of people. That's why there are so few small independent publishing companies, why so many talented design teams choose to let bigger companies market their products. In addition to the designers and programmers (who no longer must be one and the same), there are marketing people, sales forces, box stuffers, telephone and mail support people, warehouse workers, accountants, lawyers, researchers, specialized illustrators, and so on–all to help these silly, inconsequential products survive out there in the tough no-nonsense world.

In this column, I'll look at how a game is produced, marketed, and supported. The information contained here won't be supported with charts, graphs, secret memos, and a lot of undercover work. Instead, I just walk into the offices of various companies and tell you what I see. I may spend time answering support calls or attending a design meeting—even stuffing boxes and screening prospective games from designers hoping to get published. I may sit with a programmer searching for a stubborn bug, watch an animation artist put the finishing touches on a complex figure, or sit in with a focus group as its members test an unreleased product.

As you read this column in future issues of PCGames, you'll get a peek at the many tasks associated with your favorite games. Sometimes you'll see the glamor side—the programmers and artists, the designers, maybe even some of the celebrities. Other times, you might meet a forklift operator or a guy who's been opening the mail every day for the past five years. That's what happens under the rainbow. ■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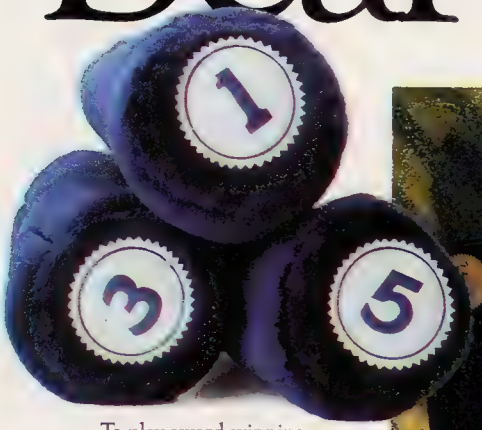

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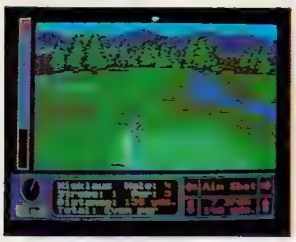

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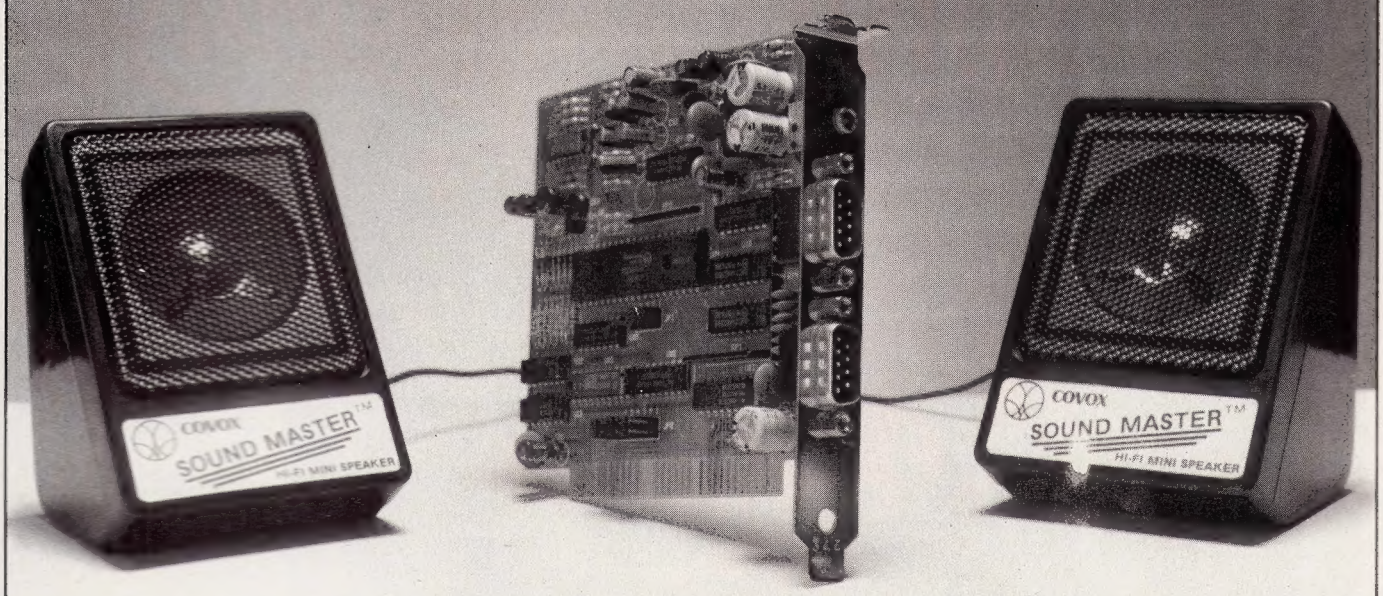

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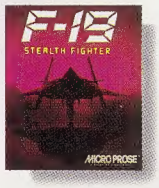
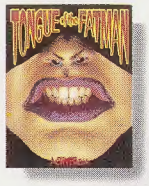
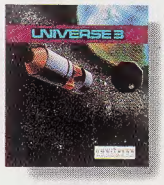


MicroProse's F-19 Stealth Fighter

Sierra's King's Quest IV The Perils of Rosella



Activision's Tongue of the Fatman



Omnitrend's Universe 3

Taito's Operation Wolf

System requirements: IBM PC, XT, AT, or compatible with 256K RAM, DOS 2.0 or higher, CGA, EGA, or monochrome graphics adaptor, and headset or external speaker.

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